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PORTAL TO ADVENTURE
STARGATE

Exclusive
The Secret of Evermore

INSIDE
The NU 64 Dream Team

APRIL VOLUME 71
U.S. $3.95 / CANADA $4.95

IN-DEPTH
- Spider-Man The Animated Series
- Addams Family Values
- The Sports Scene

THE MUSIC DIDN'T DRIVE HIM INTO A FRENZY.

IT WAS THE GUY WHO SNAKED HIS NEW ISSUE OF NINTENDO POWER.

If your name isn't on the cover of this mag then how did you get this issue into your grubby game-gripping palms anyway? A: Begged it. B: Snaked it. C: Got scammed at the newstand for $ 3.95. Ⓐ If you're guilty of any of these charges, there's something you should know. Until you get your own subscription, you're never gonna beat somebody who gets their own monthly issue of Nintendo Power. Ⓐ Be serious for a minute. How do you expect to compete against NINTENDO POWER someone who gets hundreds of hot game tips every month–tips that buy them extra lives, help them skip levels and beat the crud out of non-subscribing losers time after time–you can't. The only way to stay in the game and stay up-to-date with Ultra 64 and Virtual Boy is to sign-up now for $18* and get a fresh, crispy, tip-packed issue of Nintendo Power in your mailbox every month. Ⓐ So forget begging and mooching old worn out issues of Nintendo Power off your friends. There's only one thing that feels better than getting your own copy of Nintendo Power every month.

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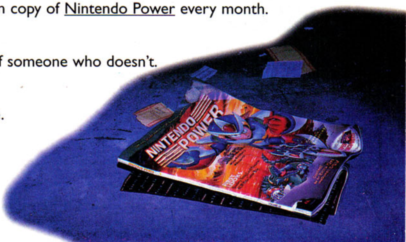


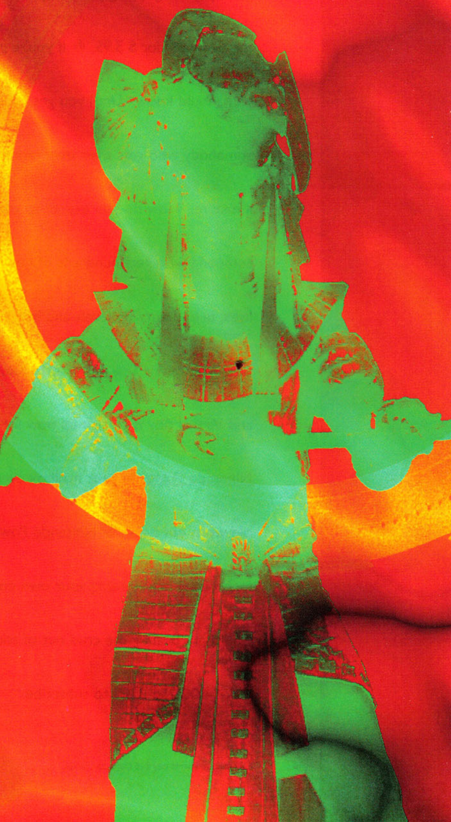
*Canadian residents pay $25 Canadian funds.

The Incredible Sci-Fi Adventure Arrives on the Super NES

STARGATE

28

If you enjoyed the surprise hit movie, StarGate, you'll love the game. Take on the powerful forces of Ra then try to return through the StarGate to earth. It's a dangerous journey, but this month's review features insider's tips that will make the trip easier.



JAM CODES!

18

GOLDEN STATE
DALLAS
ATLANTA
BOSTON
L.A. CLIPPERS
DENVER
CHARLOTTE
MIAMI
LAKERS
HOUSTON
CHICAGO
NEW JERSEY
MINNESOTA
CLEVELAND
NEW YORK
PORTLAND
SAN ANTONIO
DETROIT
ORLANDO
SEATTLE
UTAH
INDIANA
PHILADELPHIA
SACRAMENTO
ROOKIES
MILWAUKEE
WASHINGTON
CHARLES
JOHNSON

What would NBA T.E. be without codes? We exposed many of the player codes in last month's issue, but we didn't have room to print them all. This month, we have the rest, and they're all the codes you'll ever need. The wait is over! Dive into four pages full–only from Nintendo Power.

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EPIC CENTER 35

War has broken out again in the Epic Center. Enix presents Ogre Battle, an incredible role-playing strategy game. Nintendo Power gives you the best strategies around to help you master this game. Plus, don't miss the behind-the-scenes look at the development of Square Soft's new adventure, the Secret of Evermore.

ADDAMS FAMILY VALUES

22

They're crazy and they're kooky... and they're back! Join Gomez, Fester and the rest of the Adams Family as they search for the missing Baby Pubert. This is one spooky adventure you won't want to miss!

PLAYER'S PULSE

I am responding to the section in Player's Pulse that asked what I think of the new "arrangement." I like it a lot, with the Take 2 Reviews, the new table of contents, the Power Players' ARENA, the Power Charts, the new Hall of Fame, Most Wanted and the release forecast. The reason I didn't include Now Playing, even though it's good, is that I HAVE NO IDEA WHAT THOSE SYMBOLS MEAN! So next issue, will you please include a legend. What really needs improvement (in my opinion) is Pak Watch because it's kind of confusing about where they start, stop and even what system they're for.

ADAM RANDALL
THE WOODLANDS, TX

P.S.: The glow-in-the-dark front and back covers are really neat! Are you gonna make another Link adventure?

Another game starring Link, huh? Well, we don't know for sure what the game development teams over in Kyoto at Nintendo Co., Ltd. have up their sleeves, but we would advise you to take the bet if someone bets you that there won't be another Legend of Zelda game.

This is awesome!!! Forget "the next level." I'm going for "loudness." Computer graphics on almost every page. Anybody who can't appreciate your new look should be shot. However, correspondence is what adds spice to NP. Please extend the Player's Pulse section.

PHILLIP MOYERS
PRINCE GEORGE, VA

I think that Pak Watch, Now Playing and all of the other regular Nintendo Power columns are great. I think it was time for a new look. I was getting tired of the "old" look. For a while, I was drifting into other video game magazines. A big shock came to me when I opened my January '95 issue and saw all these cool new designs. I realized that no other magazine comes close to Nintendo Power in any way.

LAUREN WYSZINSKI
BROOKLYN, NY

What do I think of the new format? IT ROCKS!! No more of this happy-go-lucky stuff. It's just straight to the point and down to business! I like Pak Watch's bigger pictures and easier-to-understand explanation of games. I also like the new symbols in Now Playing. Take 2 is great. If you just want to check out a game a little bit, you don't have to read through a 6-page review. The new Table of Contents is cool, too. Now I don't have to take 20 minutes scanning it to find what page such-and-such game is on. Thank you ever so much for not changing Classified Information. Without the manila pages and gray border, I'd never find it! Thanks for a great mag!

DAVID STEVENS
LUDINGTON, MI

You sent me a survey and I finished it. When I put it into the envelope and licked it, it didn't have the bad-tasting envelope-gunk stuff. It tasted really good—like carrot juice! It was cool. I just had to tell you.

MASANDO JENSON
PORT ORCHARD, WA

TOP 10

THINGS THAT LET YOU KNOW YOU'VE BEEN PLAYING FF III TOO LONG:

10. You think your neighbor is a spy for the Empire.
9. You go around asking people to join the Returners.
8. You pick fights so you can build EXP.
7. You named your dog Intercepter.
6. You think your science teacher is an Esper.
5. You think your school is Zozo Tower.
4. You've tried using Fire Spell to light the stove.
3. Your brother was picking on you and you tried the Bum Rush.
2. You thought your family car was Magitek Armor.
1. You thought your grandma's fruit was a piece of Magicite.

DAN HAGEMEIER
EAST PEORIA, IL

HINTS THAT YOU PLAY TOO MANY VIDEO GAMES:

10. You call your friends Wario, Kirby and Link.
9. You throw Sonic Booms at your friends.
8. When you go outside, you see a worm running around and a crow hovering above.
7. You eat Super Mushrooms and Fire Flowers for breakfast.
6. Scorpion and M. Bison help you with your homework.
5. Two apes with bananas and barrels haunt your dreams.
4. Your fingers twitch all the time.
3. The electric company and toy store send you birthday cards.
2. When you get out of the pool, you see a sword stuck in the concrete with an owl on hooting, "Are you Master Link?"
1. You can play two-player games by yourself!

JOEY MOWCZKO
ELLISVILLE, MO

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

What's going to happen to the Super NES when the Nintendo ULTRA 64 system comes out? Many of your letters have asked this question. When you hear about the Super NES games that will debut at the E3 show in May, you'll know that the Super NES is still going strong!

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
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For days, I have waited for this Bonus Issue! I had a few reliefs and disbeliefs. I was hoping you would have a new comic because it's been so long. What happened to the Nintendo Power Trading Cards? I really enjoyed the Killer Instinct cards. I also liked the other new improvements in all of the sections. Every time I get a Nintendo Power issue, I automatically go to the poster. Every poster I get goes on my wall. Congratulations on the new issue.

DENNIS MADRIGAL
SUN VALLEY, CA

Dennis is apparently a little excited (or something).

I'M WRITING ABOUT THIS NEW GAME, "DONKEY KONG COUNTRY." WHAT KIND OF A NAME IS THAT? AND I BET IT TOOK YEARS JUST TO COME UP WITH THE THING. WHY, I COULD THINK OF AN EVEN BETTER NAME IN TEN SECONDS, TOPS! WHAT HAPPENS WHEN YOU MAKE A SEQUEL? SUPER DONKEY KONG COUNTRY? WHAT AN ENORMOUS NAME!

THE OTHER DAY I WAS SKIMMING THROUGH THE INSTRUCTION BOOKLET AND I NOTICED SOMETHING. IN THE DKC ATLAS, IT SHOWS MY GRANDSON IN A MINE CART (IF I'M NOT MISTAKEN). ABOVE HIM, THERE'S A SIGN THAT READS, "LOST MINES." IF THERE'S A SIGN THAT TELLS YOU WHERE YOU ARE, THEN HOW CAN YOU BE LOST? YOU WHIPPERSNAPPERS AT NINTENDO DON'T EVEN KNOW WHAT YOU'RE TALKING ABOUT. YOU GUYS REALLY MESSED UP THIS TIME!

WHAT'S WITH SQUAWKS AND HIS BLINKIN' FLASHLIGHT? LIGHTS LIKE THAT COULD GIVE AN OLD GUY LIKE ME A SEIZURE! IT'S JUST TOO MUCH FOR MY POOR OLD EYES. IF I HAD THE FRAMES OF ANIMATION, I'D WALK DOWN TO NINTENDO AND POP YOU ONE IN THE KISSER!

CRANKY KONG
KONGO JUNGLE, DKC

Once again, we humbly bow to the all-knowing Cranky Kong. Pay attention, young gamers, and you shall be enlightened. Cranky has spoken!

I think the "new look" is totally awesome! Especially the Now Playing logo. It was nifty how you turned the Nintendo logo into an O. It says, "Read me!" I really liked the glow-in-the-dark cover and the Donkey Kong iron-on. My brother is jealous because he isn't a subscriber and didn't get the trading cards and other cool stuff. Your magazine is the best magazine in the world, except, I think Player's Pulse should be four pages so you can print more letters and envelope art. Keep up the good work!

SHERI GOULART
CHATTANOOGA, TN

After I raked in the cash on Christmas Day, I went to the store and bought the long-awaited Donkey Kong Country. The first time playing, my cousin and I stared amazingly at the stunning 3-D graphics, listened to the awesome music (I plan on getting the soundtrack) and were relieved to find out that the moves were as easy to learn as playing Pong. To sum it up, WOW! I feel bad for the players using Sega Genesis. To get the 32 meg experience, they have to spend $150. After I found that out, the $69 price tag on DK Country started to look pretty good to me. For those players out there who are still reluctant, don't be! This is a must have game and there is no possible way of denying it! To Nintendo, Silicon Graphics and Rare, a great big THANK YOU! Because I and other video game fanatics out there fully appreciate your quality work.

J.R. VITALE
LIGHTHOUSE POINT, FL

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POWER CHARTS

1

Betcha won't get

2

3

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	**DONKEY KONG COUNTRY**	1	6
2	**THE LEGEND OF ZELDA: A LINK TO THE PAST**	5	39
3	**SUPER METROID**	3	12
4	**FINAL FANTASY III**	2	4
5	**EARTHWORM JIM**	7	6
6	**MORTAL KOMBAT II**	6	7
7	**SUPER PUNCH-OUT!!**	8	5
8	**MEGA MAN X2**	9	2
9	**NBA JAM TOURNAMENT EDITION**	20	3
10	**NHL HOCKEY '95**	16	3
11	**THE LION KING**	11	5
12	**SUPER MARIO KART**	15	28
13	**NBA LIVE '95**	NOT RANKED	4
14	**F-ZERO**	NOT RANKED	24
15	**TETRIS & DR. MARIO**	NEW	1
16	**ILLUSION OF GAIA**	13	5
17	**KEN GRIFFEY JR. PRESENTS MLB**	18	12
18	**NBA JAM**	10	14
19	**MEGA MAN X**	4	16
20	**FIFA INTERNATIONAL SOCCER**	NOT RANKED	3

GAME BOY TOP 10

VOL. 71	GAME	VOL. 70	TOTAL MONTHS
1	DONKEY KONG	1	11
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	10	24
3	DONKEY KONG LAND	2	3
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NOT RANKED	30
5	WARIO LAND: SUPER MARIO LAND 3	2	10
6	SUPER MARIO LAND	NOT RANKED	39
7	METROID II: RETURN OF SAMUS	9	40
8	TETRIS	6	31
9	NBA JAM	5	2
10	MORTAL KOMBAT II	NOT RANKED	4

TOP 10 FIGHTING GAMES

VOL. 71	GAME	SYSTEM	RELEASE DATE
1	MORTAL KOMBAT II	SUPER NES	SEPT. '94
2	SUPER PUNCH-OUT!!	SUPER NES	OCT. '94
3	SUPER STREET FIGHTER II	SUPER NES	JUNE '94
4	WWF RAW	SUPER NES	NOV. '94
5	MORTAL KOMBAT II	GAME BOY	SEPT. '94
6	SAMURAI SHODOWN	SUPER NES	NOV. '94
7	MORTAL KOMBAT	SUPER NES	SEPT. '93
8	RISE OF THE ROBOTS	SUPER NES	DEC. '94
9	WWF RAW	GAME BOY	DEC. '94
10	SAMURAI SHODOWN	GAME BOY	NOV. '94

MOST WANTED

Here they are! These are the most wanted games according to the readers of Nintendo Power. If this list doesn't match yours, be sure to vote using the Player's Poll card.

1. DONKEY KONG COUNTRY (SUPER NES)
2. MEGA MAN X2 (SUPER NES)
3. STAR FOX 2 (SUPER NES)
4. SEAQUEST DSV (SUPER NES)
5. FINAL FANTASY III (SUPER NES)
6. DONKEY KONG LAND (GAME BOY)
7. EARTHWORM JIM (SUPER NES)
8. NBA JAM TOURNAMENT EDITION (SUPER NES)
9. KIRBY'S DREAM LAND 2 (GAME BOY)
10. COMANCHE (SUPER NES)

HALL OF FAME

Do you have an all-time favorite game? Here are a few of the classic titles that have topped the charts for months on end!

GAME NAME	MONTHS ON THE CHARTS	HONORS
FINAL FANTASY	**52 MONTHS**	Final Fantasy introduced an entirely new audience to the world of RPGs. Faster paced than Dragon Warrior, Final Fantasy sparked the interest of a wider range of players.
KIRBY'S DREAM LAND	**10 MONTHS**	Kirby's first big introduction to the video game world was a major hit with Game Boy fans. Kirby went on to star in other big hits, including Kirby's Pinball and Kirby's Avalanche.
BASEBALL STARS	**23 MONTHS**	Baseball Stars was so popular with video game players, it continued to appear on the Top 20 list years after it was released. It's hard to beat a baseball game like this one.

MARVEL COMICS
SPIDER-MAN
TM

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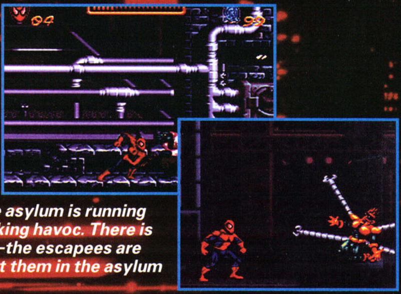
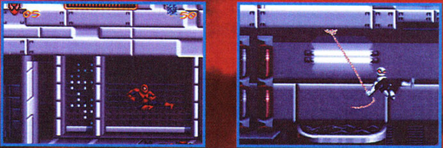
A VILLAINOUS MADHOUSE!



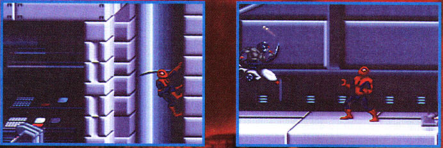
Just outside New York City lies Ravencroft Insane Asylum, notorious for the dangerous clientele that have been confined there over the years. For years, it has kept the likes of Doc Ock and Green Goblin safely locked away, posing no threat to anyone but themselves. But now, aided by a mysterious mastermind, they're back on the streets in Acclaim's latest action pak. In fact, the entire population of the asylum is running loose on the city streets, bent on wreaking havoc. There is some method to the madness, though—the escapees are after the web-slinging enforcer who put them in the asylum to begin with, Spider-Man.

WEB-SLINGER

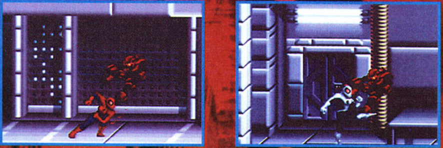
If anyone can defeat this legion of loonies, it's Spider-Man. Armed with the strength, speed, and sticky climbing skills of the radioactive spider that bit him, he's not your average arachnid.



Spidey's lightning kicks are his best close-range attack. He can deliver them while standing, crouching or jumping. And his laser-like webs can swing him over dangerous territory.



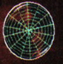
Spider -Man's sticky fingers can carry him up the sheerest walls. And not only does his webbing keep him swinging, it can also be an effective weapon—especially against flying enemies.



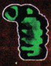
Whether he's pummeling an opponent or taking him out with a Rockette-like kick, Spidey is no match for those nasty little creeps.

TASTY TREATS

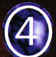
Like any active arachnid, Spider-Man needs to keep his energy up. Below are the items you will find in the maps on the next pages. Pick them up when you need a lift.



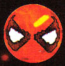
WEBBING



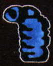
GAS



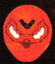
FANTASTIC



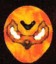
SUPER!



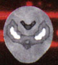
STUN



HEALTH



EXTRA LIFE



WEB ARMOR

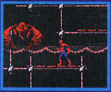
SPIDER-MAN: VIDEO MAINSTAY

Over the years, Spider-Man has appeared in many video games. His staying power isn't surprising, considering that he's been a fixture in the comic book realm for over thirty years. Here's the run-down on his video game roles:

1990: Amazing Spider-Man (Game Boy)

1992: Spider-Man 2 (Game Boy)

1992: Arcade Revenge (SNES)



1993: Invasion of the Spider Slayers

1994: The Return of The Sinister Six (NES)

ELECTRO TAKES CHARGE OF THE SITUATION...

1994: Arcade's Revenge (Game Boy)

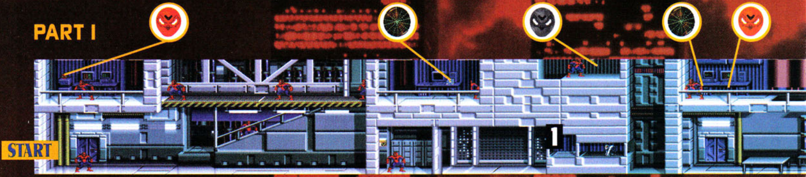
1994: Maximum Carnage (SNES)

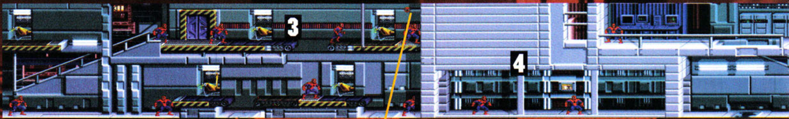
1995: The Animated Series (SNES)

LAB AT EMPIRE STATE UNIVERSITY

The brain trust of the local university has been ousted by the brainless trust—the escapees from the asylum. At their university, the only course offered was Spider Squishing 101! The school's cutting edge lab has now become the goons' hideout, and Spidey must face the cyborgs and smart lasers that now serve the fiends' evil purposes. And once he makes it through all the robo-rabble, he'll find the waiting arms of the cackling Doc Ock, ready to slap Spider-Man silly!

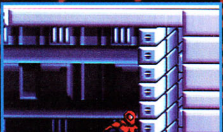
PART 1

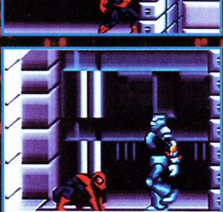




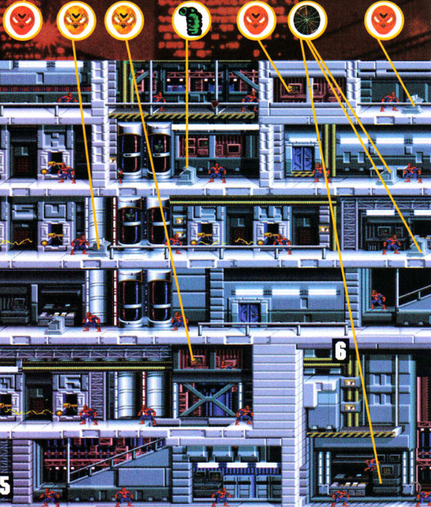
4 CHROME DOME

A moving wall makes for tight quarters when Spidey faces this robotic foe. Stay clear of the wall, hit him with a few web bolts, and throw in a few kicks for good measure!



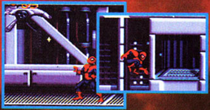


PART 2



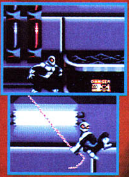
1 SCREEN

After kicking in this screen, climb up the hidden shaft. At the top, jump right to find an invincibility emblem. And get moving fast, because it won't last long.



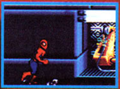
2 SWINGER

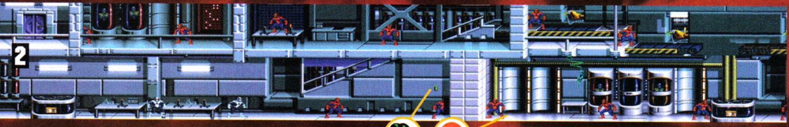
Even a spider jump won't make it over this deadly chemical bath. Instead, Spidey can shoot a web with a simple flick of the wrist that will swing him safely across.



3 TREAD-ILL!

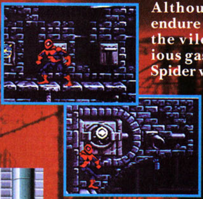
Don't dally on these dangerous treadmills. The mechanical arms will send shivers down Spidey's spine. Use a hard run and some big jumps to get through.





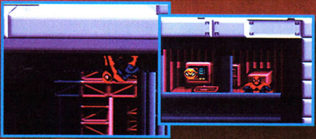
5 DOWN UNDER

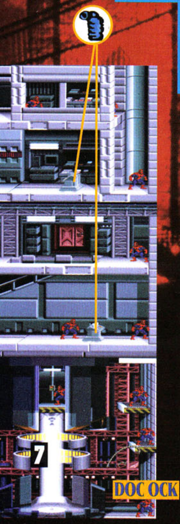
Although he'll have to endure cranky crocs and the vile stench of noxious gases in the Sewer, Spider will find a stash of helpful items amid the slime.



6 HIDDEN 1-UP

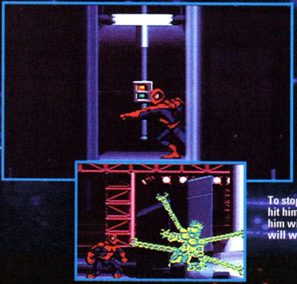
After activating the laser beam, keep crawling to the left until Spidey drops into a secret room. Pick up the extra life there before battling Doc Ock.

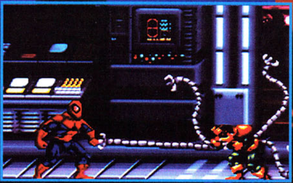




7 DOCTOR OCTOPUS

The arm of the law may be long, but it's nothing compared to Doc Ock's fiendish reach. His mechanical arms contort like snakes and strike just as quickly. A web bolt shot at his evil eye will slow him down, but it won't kill him. Spidey needs some help. Climb the platforms to the right to find the laser control room. Activate the laser, then get ready for action—your Spider trap is set!

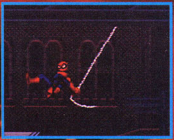




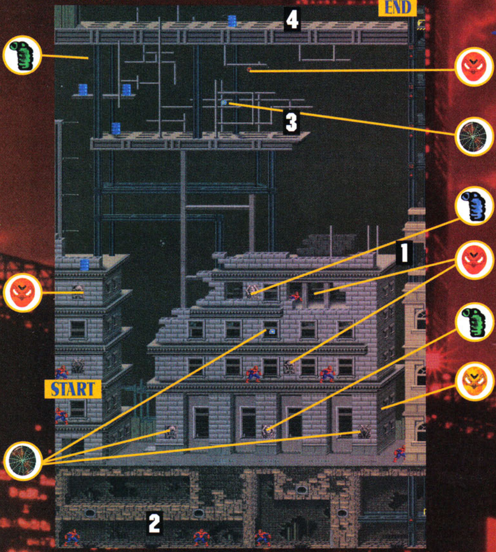
To stop Doc Ock, Spider-Man must lure him close to the laser and hit him with a web bolt. As he struggles to see, the laser will blast him with an electric shock. After a few shock treatments, Doc will wish he'd stayed at Ravencroft.

CONSTRUCTION ZONE

Ironically, the growth and prosperity that normally surrounds the rise of a new skyscraper becomes a scene of destruction and chaos after the mutant maniacs invade the city's construction zone. It will take all of Spider-Man's agility and cunning to leap from girder to girder safely. Along the way, he'll also have to fend off the Spider Slayer drones that ruthlessly pursue him. And at the top, the nastiest Slayer of them all eagerly awaits Spidey's arrival.

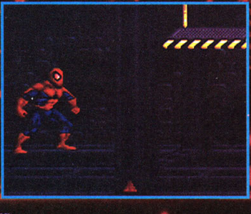


PART I



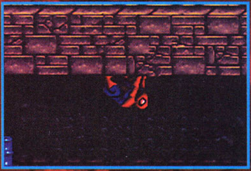
1 GOING DOWN

Hidden inside the building to the right is an elevator that will take Spidey down to some familiar territory.



2 VACATION?

Is Spidey feeling tired? A little weary? All that fighting can wear a superhero out. Why not take Spider-Man down for a little rest in the lovely sewers of New York. The decor isn't much, but there's some great scenery.



3 GOING UP

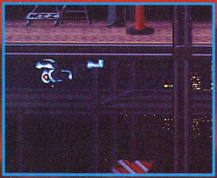
To get to the roof, Spider-Man has to find a second elevator. It will take a leap of faith, but he can do it.

4 ALIENS

Spidey knew he was climbing pretty high, but this is ridiculous. Actually a robot designed by the evil Smythe, this Alien Spider Slayer would like nothing better than to put an end to Spider-Man. But don't let his ugly head scare you. Land on it with a crushing stomp, then watch out for his spinning response. A few of these will finish him.

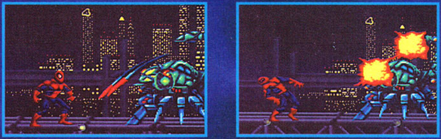
5 CLING ON

Watch out a hole hidden by the pipe. Rather than jumping it, take the easier route along the ceiling. Shortly after, a crate will help you to the next floor.



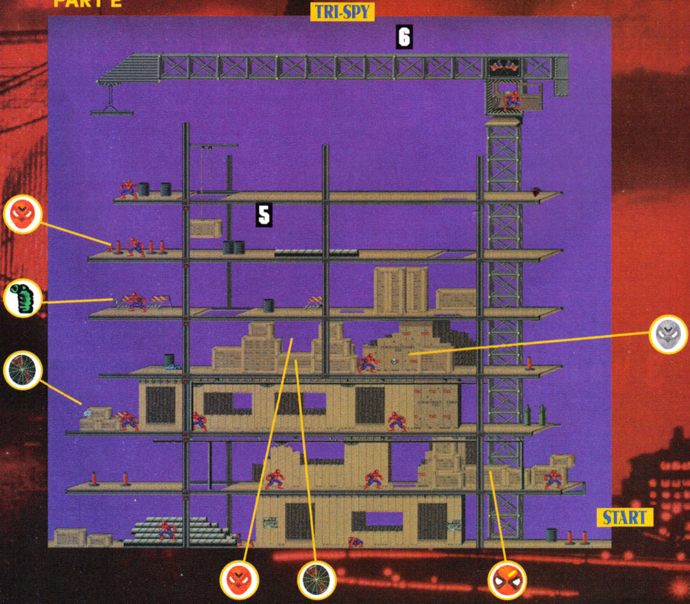
6 TRI-SPIDER SLAYER

A combination of Black Widow, Tarantula and Scorpion, Tri-Spi combines nature's deadliest creatures into one evil force. Spider-Man will have to avoid its three-pronged attack to succeed.



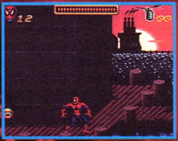
Green grenades thrown at Tri-Spi's glowing firing points is the most effective attack. But if you run out, Spidey's web bolts can also break up this depraved demon.

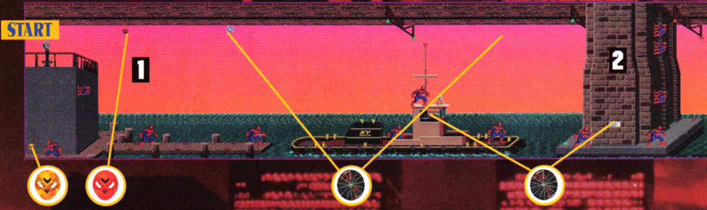
PART 2



BROOKLYN BRIDGE

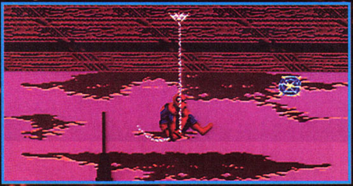
The chase is on. After taking care of the crime in the city, Spider-Man is ready to chase these loony mutants across the East River via the Brooklyn Bridge. But, like most things Spidey does, he's taking the hard way—he's going under the bridge! The webbed avenger will have to do some fancy swinging to keep from falling into the cold, murky river below. Along the way, he'll find plenty of prizes hidden high and low, but there are also some nasty goons waiting for him on board passing barges. And just think, Spidey's doing all this just to find more bad guys! It's all in a day's work for this champion of justice.





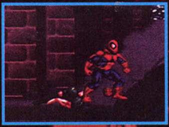
1 BRIDGE BINGE

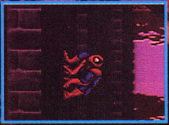
Spider-Man will be rewarded handsomely for taking the high road. He'll find a load of helpful emblems along the underside of the Brooklyn Bridge.



2 TAKE THE SCENIC ROUTE

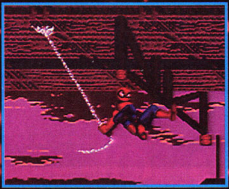
To make it safely across the waters of the East River, Spidey will have to make a perfectly-timed jump from his web. But when he does, he'll find the powerful Super Spider Emblem. Now, rested, powered-up, and fully armed, Spidey will be ready to face the dangers that lie ahead in the next level.

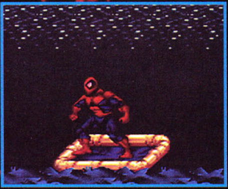


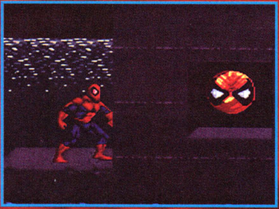


3 WARNING: BARGE OUT OF SERVICE

Spidey has to be extra careful crossing this final section of river. Below him is only a small life raft floating halfway across and cold, cold water. And what's more, Spidey's webbing won't stick for the next swing. He either has to make a perfectly-timed jump to the shore or drop to the raft, where he'll float back to the bridge support and try again.

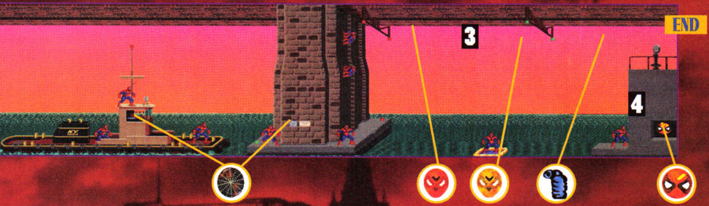






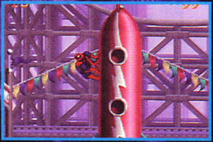
4 BIG SURPRISE

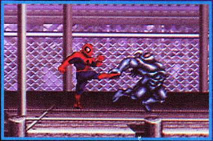
To cross the second part of the river, Spidey doesn't have a dock to carry him out to the waiting barge. Instead, he must put his spider hands to good use and scale the bridge support to reach the underside of the bridge. With a quick shot of webbing, he's off and swinging. Drop down to the next support, but be ready for what's you'll find waiting for you!

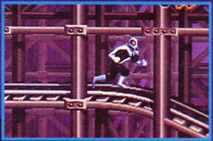


CONEY ISLAND

Finally, this crazy bunch has found a fitting home: Coney Island. Although it's a waterfront amusement park, there's nothing amusing about what Spider-Man will find waiting for him: Rhino, Jack O'Lantern, and, finally, the Green Goblin.

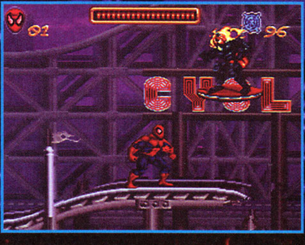






THE PENTHOUSE

Once he's finished playing around Coney Island, Spider-Man is ready to tackle the real trouble at hand as he inches closer to discovering the fiend behind this chaotic breakout. His sense of adventure leads him to an unlikely place to find trouble—the posh penthouse of JJ Jameson. Spider Man must defeat the intruders, led by the devilish Alistar Smythe. Only then will Spider-Man reach his final goal—a showdown in the heart of Ravencroft itself, with the breakout's mysterious mastermind!



JAM CODES

SLAMMIN' SLAMMIN' SLAMMIN' SLAMMIN' SLAMMIN' SLAMMIN' SLAMMIN' SLAMMIN' SLAMMIN' SLAMMIN' SLAMMIN'

Codes, codes and more codes! You want 'em and we've got 'em! We gave away some of the character codes for NBA Jam Tournament Edition last month, but there are so many codes for this game that we had to continue the code give away this month.

KNOW THE CODES!

To enter any Secret Player code, begin by entering the game screen where you enter your initials. Enter the three letters marked in the Initial column one at a time. You must also activate each initial by pushing the Start Button and the Button indicated under the Code column. If "N" appears in the Code column, push the A, B, X, or Y Buttons, but don't push Start. For example, to activate the first initial of the Frank Thomas code SOX BNA, you'd enter the initial "S" then push Start and the B Button. Activate the second initial for Frank Thomas, "O", by pushing A, B, X or Y. Finally, enter the initial "X" and push Start and the A Button. After entering each initial and activating it with its Code, you'll bring up the Secret Player.

ACCLAIM

It's time to meet the guys at Acclaim that helped make NBA Jam Tournament Edition a Super NES hit. While you may not be able to take them on in person, you can come close with these codes!

		INITIALS	CODE
	Asif Chaudhri	AMX	NAY
	Brett Gow	LGN	ABN
	Alex De Lucia	XYZ	BBA
	Scott Scheno	KSK	NBY
	Dan Feinstein	RAY	BAN
	Eric Kuby	DAN	NBA
	Eric Samulski	AIR	YNB
	Wes Little	HTP	ANY

CELEBRITIES

If you want to impress your friends with your three-point shot, why not show off as one of the Beastie Boys? These Celebrity codes are some the most popular codes around!

President Clinton

INITIALS	CODE
CIC	ANB

Hillary Clinton

INITIALS	CODE
HC_	NBN

Prince Charles

INITIALS	CODE
ROY	BAN

Frank Thomas

INITIALS	CODE
SOX	BNA

Randall Cunningham

INITIALS	CODE
PHI	NAY

Heavy D

INITIALS	CODE
HVY	ANB

MCA

INITIALS	CODE
MCA	BBN

Adrock

INITIALS	CODE
ADR	NYB

Mike D.

INITIALS	CODE
MKD	YNY

Fresh Prince

INITIALS	CODE
WIL	YBN

Jazzy Jeff

INITIALS	CODE
JAZ	YAA

TEAMING UP

Now that you've got all of these awesome codes, try creating some cool matchups. If you are playing a multi-player game, each player can enter a special player code. You can get matchups like Bill and Hillary Clinton versus the Beastie Boys, or even the Fresh Prince taking on the English Prince—Charles that is.

JAM CODES
SLAMMIN'
SLAMMIN'
SLAMMIN'
SLAMMIN'
SLAMMIN'
SLAMMIN'
SLAMMIN'
SLAMMIN'
SLAMMIN'
SLAMMIN'
SLAMMIN'

OTHER CHEATS

Now that you've got all of the special characters, what's left? All kinds of incredible codes, that's what! If you want to do a full court dunk, we've got the code. If you want to play the entire game in On Fire mode we've got that code too. Let's face it, we've got the codes that will let you do anything darn thing you want!

KNOW THE CODES

All of these special game codes must be entered after you've selected your favorite team, during the Team Match-Up Screen. You'll only have a few seconds to enter the code, so you have to work quickly! The codes are printed below using the following abbreviations: U, D, L, and R refer to the corresponding directions on the Control Pad, while A and B represent the A and B and Y Buttons.

WITHOUT MESSAGE

When you enter these codes, no message will appear on the screen. The lack of a message makes it tough to tell if you've successfully entered the code, but keeps your opponent from knowing that you're using one.

PUSH OPPONENT, BOTH FALL

U•U•U•U•L•L•L•L•A•A

PUSH OPPONENT, TEAMMATE FALLS

U•U•U•U•L•L•L•L•A•B

TELEPORT PASS

U•R•R•L•A•D•L•L•R•B

HIGH SHOTS

U•D•U•D•R•U•A•A•A•A•D

SPEED UP

U•U•U•U•L•L•L•L•B•A

SLIPPERY COURT (AFFECTS ALL PLAYERS)

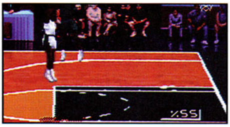
A•A•A•A•A•R•R•R•R•R

WITH A MESSAGE WHEN INPUT

If you enter these codes correctly, a message will appear in the screen. If you're quick enough, you can use any one of these codes along with one of the non-message codes. You'll be playing some incredible hoops!

SHOT % DISPLAY

U•U•D•D•B



MAX POWER

R•R•L•R•B•B•R

ON FIRE...ALWAYS!

D•R•R•B•A•L

POWER-UP DEFENSE

A•B•U•A•B•U•D

DUNK FROM ANYWHERE

L•R•A•B•B•A

BETTER INTERCEPTION

L•L•L•L•A•R

GOAL TENDING ALLOWED

R•U•D•R•D•U

UNLIMITED TURBO

B•B•B•A•D•D•U•L

POWERED-UP 3 POINTERS

U•D•L•R•L•D•U

POWER-UP SHOVE

D•R•A•B•A•R•D

EXTRA SPECIAL CHEATS

If you want to get a head start towards finishing the tourney, press Start at the Title Screen then enter this code.

Y•U•D•B•L•A•R•D•START

Beat 26 Teams: Initials END
Beat 27 Teams: Initials JAM

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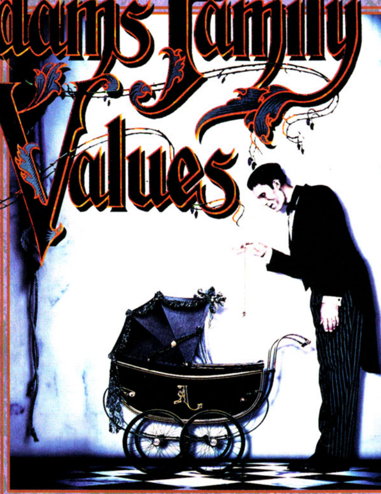
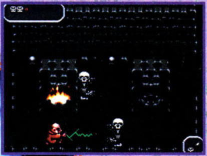
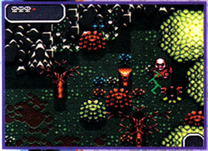
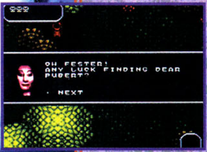
Addams Family Values™

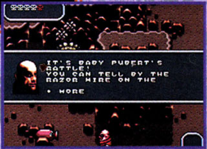








OH FESTER!
ANY LUCK FINDING DEAR PUBERT?
• NEXT



IT'S BABY PUBERT'S RATTLE!
YOU CAN TELL BY THE RAZOR WIRE ON THE
• MORE

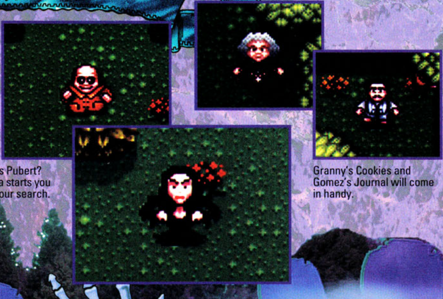
Pubert is missing, so Fester decides to play detective. It will be a long time before he'll find any solid evidence.

RESCUE BABY PUBERT ON THE DOUBLE!

Charles Addams couldn't have predicted that his Addams Family characters would endure for so many years, first in magazine cartoons, then in a TV show, films, and video games. In Addams Family Values, Ocean has captured all the quirky, morbid humor that made this clan famous. As googly-eyed Uncle Fester, you must stop Mrs. Jellinsky's evil schemes and rescue poor Baby Pubert.

MEET THE ADDAMS

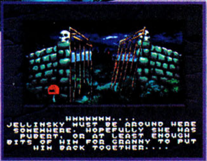
As the scene opens, you'll find yourself in the morbid Garden of the family manse. There you'll meet some fellow family members, who offer up cryptic clues and interesting items. Merely talking to some of them triggers events in the game. Some of them move around. When they do, you'll have to find their new locations to see what's up.



Where's Pubert? Morticia starts you off on your search.

Granny's Cookies and Gomez's Journal will come in handy.

GARDENS AND GRAVEYARDS

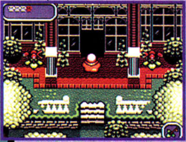

HMMMMMM...
JELLINSKY MUST BE AROUND HERE SOMEWHERE. HOPEFULLY SHE HAS PUBERT, OR AT LEAST ENOUGH BITS OF HIM FOR GRANNY TO PUT HIM BACK TOGETHER...

It seems that Uncle Fester doesn't yet suspect Mrs. Jellinsky of any foul play—or does he? What has his bride-to-be done with that baby?

The letters on the maps show the general locations of the corresponding tips. Keep in mind that the tips aren't given in any particular order, and you may encounter these puzzles or tricks at different stages of the game. If you need a general play-by-play, check out the tombstones. They list the major tasks in order.

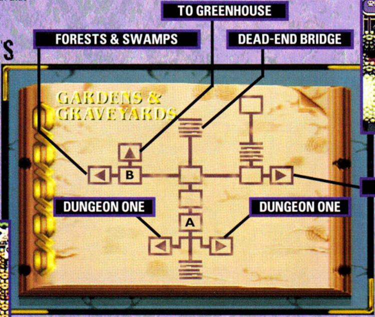
B A TRIP TO THE GREENHOUSE

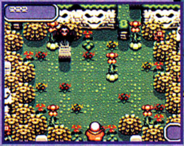
The only way you'll be able to search the entire Greenhouse is to help someone in there. It's important to say yes, since there are several important items inside that you'll need later.


Everything looks peaceful out here, but things are really hopping inside, including the plants!

A GRAVE SECRETS

One of the first things you can do is visit the cemetery to the left of the front gate. Can't see the path for the trees? Well, it is overgrown, so you'll have to search a bit to the left and up.




The ghost doesn't have anything useful to say just now, but the inscription on the tombstone is morbidly witty. Rancid feet? Blech!

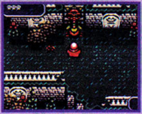
TOMBSTONE TIPS!

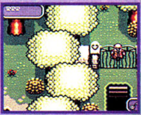
There are too many details to give you a complete breakdown, but these tombstones will point you in the right direction.

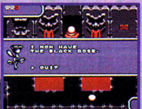
- TALK TO GRANNY
- TALK TO GOMEZ (GET JOURNAL)
- ENTER CAVERN SOUTH OF GOMEZ, DEFEAT GATEKEEPER AND OPEN THE NORTHEN GATE
- TALK TO CRUSHA IN GRAVEYARD (GET SKULL KEY)
- ENTER CAVERNS IN SOUTHEAST CORNER OF GARDEN AND GET THE BLACK ROSE
- EXIT TO THE SWAMPS TO GET THE GREENHOUSE KEY

A CLEAR THE PATH

Crusha is a plant who knows what he wants, and what he wants is a Black Rose. If you find it for him, he'll get out of the pathway, letting you proceed to other areas and accomplish other tasks.


Crusha tells you to search the first dungeon (down and to the right) and gives you a Skull Key so you can get in.

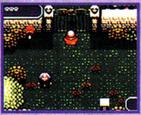

Like the cemetery path, the way to this dungeon is hidden by trees. Feel around for a gap in the trees on the left.

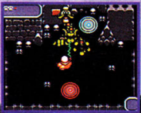

I NOW HAVE THE BLACK ROSE.
• QUIT

Press the button on the right to make a bridge appear. You can't fall into the lava, but be sure to dodge those fireballs!

A OPEN GATE

The front gate is locked up tight. Search the cave down and left from the starting point. Defeat the Gatekeeper plant, then press the button on the wall behind him to open the gate.




Elude the Gatekeeper's green grasp and blast him with your lightning bolts. His pattern is easy to see, but don't get cocky.

FOREST'S & SWAMPS

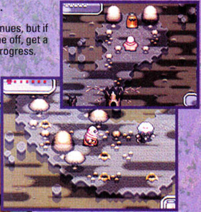
YOU CAN SMELL IT BEFORE YOU CAN SEE IT. THE SWAMP. PARADISE!

To us, it's a gross, disgusting place. To Uncle Fester, it's a prime vacation spot! Maybe this is where Baby Pubert is hiding out.

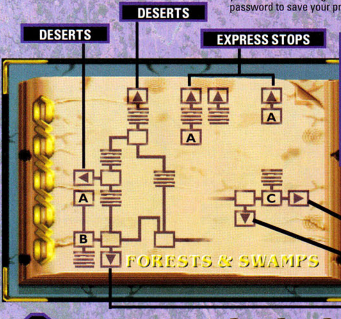
There are a lot of dangerous things here, including pesky bees, treacherous toadstools—and more Addamses! You'll find yourself crossing and re-crossing these areas, not only to solve puzzles in the immediate vicinity, but also to travel between other areas as you dig up clues. The paths twist and turn, so you may find yourself literally up against a wall with enemies all about!

C PASSWORDS AND COOKIES

As always, your family will help you in time of need. Granny gives you life-replenishing Cookies, and Cousin It gives you passwords. Granny moves around, but Cousin It stays in the Swamps.

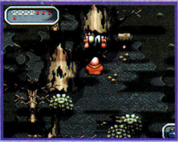

You have unlimited continues, but if you want to turn the game off, get a password to save your progress.

Granny will often tell you where she's going next. Some of her Cookies restore your health, while others make you invincible.



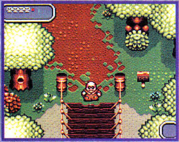
A TRANSMANSION EXPRESS

The Transmansion Express can take you to the Mansion in a flash, but the entrance is blocked. After a series of other adventures, Granny will finally whip up something that will help.


It seems he's gotten too big for his britches and his hiding place. If only there were some way to shrink him down to size...

B HOARDER'S LAIR

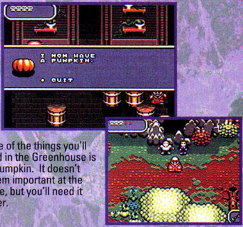
This bridge is in the Forest, south of where you meet Pugsley and Wednesday. The bridge is broken, but at some point in the game, you'll jump off it to reach a place called the Hoarder's Lair.


The bridge is a dead end until an odd fellow named Phweep asks you to help him find his voice. Look out below!

B MEET PUGSLEY AND WEDNESDAY

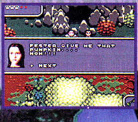
Pugsley and Wednesday are in the Forest west of the Gardens. They want to explore a cave, but they need some kind of light to find their way. Maybe Uncle Fester could give them a hand. Well, not literally!

- GIVE THE BLACK ROSE TO MORTICIA
- GO TO THE GREENHOUSE AND TALK WITH RASP
- FIND A PUMPKIN, A BONE SPOON, AND A GREEN KEY
- DESTROY RASP TO RECEIVE PLANT FOOD
- GIVE THE BONE SPOON TO GRANNY
- TALK WITH WEDNESDAY AND PUGSLEY


I NOW HAVE A PUMPKIN.

• QUIT

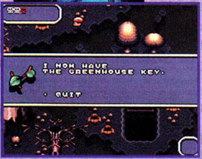
One of the things you'll find in the Greenhouse is a pumpkin. It doesn't seem important at the time, but you'll need it later.


FESTER GIVE ME THAT PUMPKIN.... NOW!!!

• NEXT

Where are her manners? Wednesday gets impatient, so you'd better give her what she wants! Doing so will set other events in motion.

DUNGEON ONE


I NOW HAVE THE GREENHOUSE KEY.

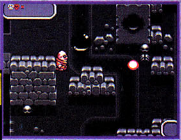
• QUIT

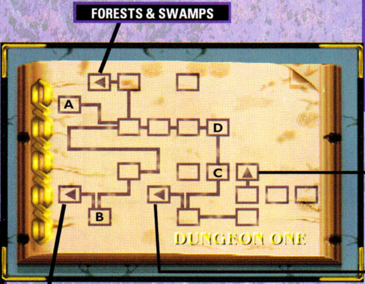
There's an exit that leads to a small island in the Swamps. You can't wander far, but the Greenhouse Key is near the stairway.

This is the dungeon that the Black Rose is hidden in. The puzzles are straightforward, and you'll have a chance to practice with your lightning bolts. You fire your bolts only with your right hand, and the off-center aiming can take some getting used to. The enemies regenerate if you leave a room and return, so you can practice maneuvering, aiming and firing.

D BOWLING ALLEY

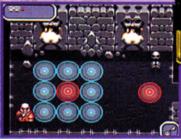
Now you're getting close to the Black Rose. Wait for the black balls and fireballs to pass before you make a run for it. They fire and move at different speeds, so stop and time your movements.


You'll have to get to the bottom of the room, but be patient, and don't try to run the entire path at once.



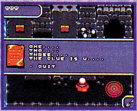
A WALL OF WARPS

The blue zones are entrances, and the red zones are exits. Only one of these warps will put you on the right path, and this is actually the long way around! You're better off on another path.

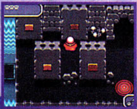

If you've come this far, go ahead and try the warps. With enemies all about, warping might be better than trying to backtrack.

B ONE, TWO, THREE, V

This is one of the first puzzles you'll find, and it's pretty easy to figure out. Press the buttons in the order that forms the letter "V." Don't get cocky — later puzzles are much tougher!

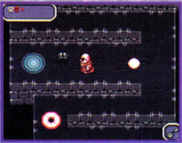

ONE....
TWO....
THREE....
THE CLUE IS V....

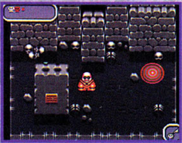
• QUIT


If you press the buttons in the correct order, a bridge will appear to your left. That leads to the exit, so go right to explore.

C A USEFUL SHORTCUT

At least there's one warp in here that's useful. This warp zone will zip you to another room, and you'll eventually get back to a point closer to the exit. Use it on the way out, especially if you're low on life. You can avoid a number of enemies along the way.

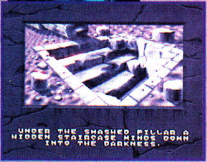

Don't use this if you don't have the Black Rose or you'll have to start from near the beginning of the dungeon.


Once you're in this room, defeat the skeletons and take the warp hidden behind the left pillar. You'll soon be home free!

- TALK WITH PHWEEP AND RECEIVE BABY PUBERT'S RATTLE
- MEET GRINDLE IN THE DESERT AND TRADE STONES FOR MARBLES
- GO TO TUBE SYSTEM IN SWAMPS
- MEET GRANNY OUT BY THE GREENHOUSE
- MEET PHWEEP AT THE BRIDGE SOUTH OF WEDNESDAY AND PUGSLEY

DUNGEON TWO

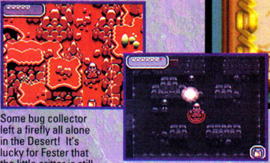
You'll be able to get into this Dungeon after you defeat Ma Hench in the Hoarder's Lair and locate Phweep's voice. Meet Phweep in the Graveyard (near the game's starting point) where there are six pillars topped with gargoyles. Phweep will test his newly-recovered voice, scaring away the gargoyles and exposing the entrance to this new area.


UNDER THE SMASHED PILLAR A HIDDEN STAIRCASE WINDS DOWN INTO THE DARKNESS.

It looks pretty murky down there. Do you think Baby Pubert would be able to resist the lovely darkness?

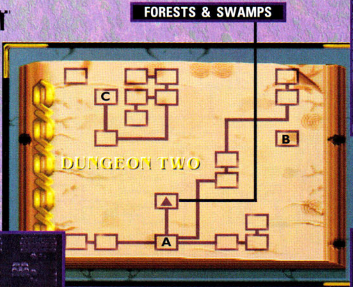
A SHED SOME LIGHT

Even Uncle Fester can't see in pitch blackness, so you'll have to locate some light before you head underground. Search the Deserts to the north for a special Jar with a firefly trapped inside. That's the ticket!



Some bug collector left a firefly all alone in the Desert! It's lucky for Fester that the little critter is still alive and buzzing. This is just what you'll need for your underground expedition.

Once you start exploring Dungeon Two, just equip the Jar like any other item. It still won't be very bright, but it will be enough to get you where you're going.

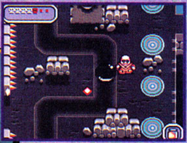


B GET THE STONE KEY

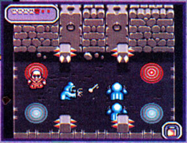
The ultimate goal is to find the Stone Key. You can't chicken out because this item will be crucial later on. The enemies down here are much more powerful, so build up your health meter before entering.

C WHICH WARP?

The warps will be harder to figure out down here. The only way to get through is by trial and error. It will take some time, but just be sure to keep track of which warps you've tried before going on to the next.



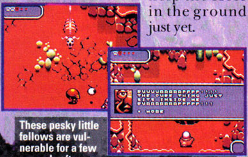
This isn't your day! Giant balls, fireballs, multiple warps—maybe you should've stayed in your coffin this morning!



Blast the blue ghouls as quickly as you can, grab the key and zap out of there. Which warp will you take?

DESERT

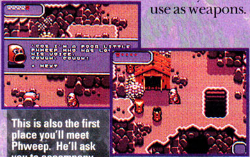
In the Desert, you'll come across little gremlins that shoot their eyes at you and a poor monster with indigestion. It's too bad that you can't help the Hole in the ground just yet.


BUUUUUARRRRRPPPPP!!!!
THE CUBE THING JUST
SITS INSIDE ME
BUARRRRRRRPPPPP!!!
• MORE

These pesky little fellows are vulnerable for a few seconds after they shoot their eyes. Zap 'em with a lightning bolt!

THE ROCKIES

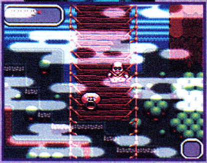
Defeat the rock monsters here and pick up the stones they leave behind. Find the shop in this area and trade the stones for Blue Marbles, which you can use as weapons.


'COS I'M A POOR LITTLE
PHWEEP WHO HAS LO
HIS VOICE.
COUGH, COUGH!
• NEXT

This is also the first place you'll meet Phweep. He'll ask you to accompany him to the Hoarder's Lair to find his lost voice.

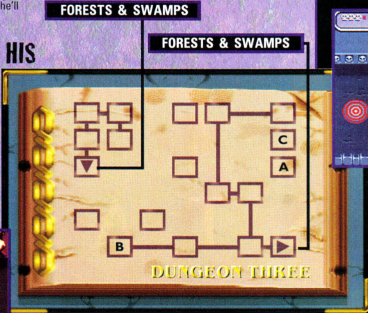
- IN DUNGEON THREE, DEFEAT MA HENCH
- PWEEP GETS HIS VOICE BACK AND FESTER GETS A CANDLE
- MEET WEDNESDAY AND PUGSLY AND GET THE MUSIC BOX
- MEET PHWEEP BY THE GARGOYLES IN THE GRAVEYARD
- ENTER DUNGEON TWO AND LOCATE THE STONE KEY

DUNGEON THREE



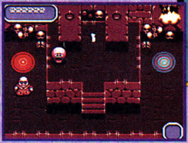
Talk to Morticia before you leap. If you give her certain items at the correct times, she'll increase your health meter.

Most of Dungeon Three is made up of the Hoarder's Lair. Take a flying leap off the end of the broken bridge south of the Forest where you met Pugsley and Wednesday. Ma Hench and her cronies are pretty tough, and you won't be able to get back out until she's down for the count. Raise your health meter and get a password before you jump, or you could be the one knocked out!



A PHWEEP GET'S HIS VOICE BACK

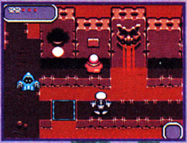
After you defeat Ma Hench, jump into the warp zone at the top of the room to teleport to another chamber. Phweep will get his voice back, and you can grab the Candle to give to the children.



Don't forget to take the Candle before warping out. Return to the Forest and give it to Pugsley and Wednesday.

B THIRD TIME'S THE CHARM

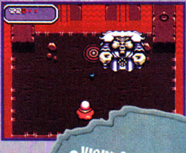
Some enemies may not be worth the effort to destroy, but it's difficult to get past them. Check the walls for buttons, which may provide you with quick new escape routes.



Push the button three times to make the bridge appear. There's now a new route, but you must fight your way out.

C MA HENCH

You've gotten past her henchmen, and now it's time to take on Ma herself. If you can, save your Cookies for this battle. She's as tough as they come!



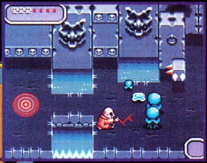
Throw all of your Blue Marbles, then use lightning bolts. She fires back with waves of energy that are difficult to dodge.

- VISIT GRANNY AGAIN AND RECEIVE THE SLIMMING POTION
- TAKE THE POTION TO THE TRANSMANSION EXPRESS TUBE SYSTEM AND USE IT ON THE FAT LAD
- THE TUBE SYSTEM IS NOW CLEAR

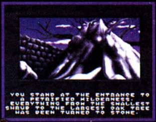
—BAD LUCK!—

WHAT'S AHEAD?

You might wonder what all these tasks have to do with rescuing Baby Pubert. Many of these missions overlap, and they all set events in motion that eventually lead you to Pubert and the elusive Mrs. Jellinsky. Here are some future happenings:

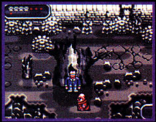


As you explore new areas, the enemies will become more and more powerful. Always carry a few emergency Cookies!

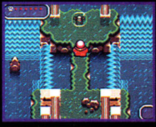


YOU STAND AT THE ENTRANCE TO A PETRIFIED WILDERNESS. EVERYTHING FROM THE SMALLEST SHRUB TO THE LARGEST OAK TREE HAS BEEN TURNED TO STONE.

You'll eventually journey to a lonely place called the Petrified Wilderness. I wonder what 's here.

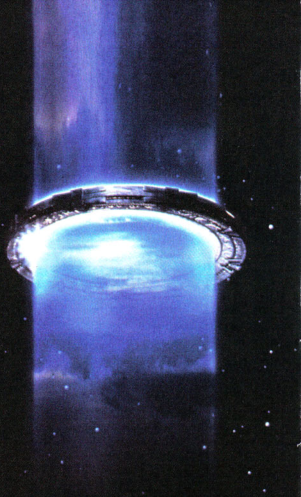


Why, it's Lurch, of course! The faithful family butler will prove useful in the coming adventures.



As before, you'll get clues and go off on more missions. In the Wetlands, you'll help a guy named Jip escape.

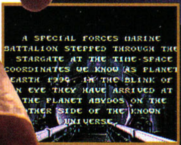
Acclaim brings last fall's sci-fi thriller to the Super NES in a multi-level action game that follows Colonel Jack O'Neil through the StarGate to the far side of the known universe. When they arrive on the planet Abydos, they find a civilization that defies the bounds of space and time.



STARGA

TRIPPING THROUGH TIME

When a strange, circular stone disc is pulled from its sandy bed in an Egyptian desert, archeologists from around the world converge to study it. Scientists are at first baffled by the inscriptions on the ring, then one of them, an Egyptologist with radical theories, identifies them as depictions of constellations. Though many scientists think that Daniel Jackson's conclusions are out there, Jack O'Neil thinks he's on to something big and recruits him to travel through the StarGate on a top-secret mission.



A SPECIAL FORCES MARINE BATTALION STEPPED THROUGH THE STARGATE AT THE TIME-SPACE COORDINATES WE KNOW AS PLANET EARTH 1994. IN THE BLINK OF N EYE THEY HAVE ARRIVED AT THE PLANET ABYDOS ON THE THER SIDE OF THE KNOWN UNIVERSE.

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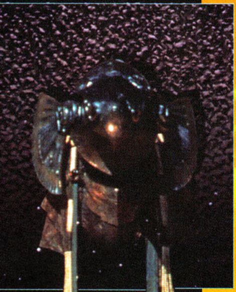
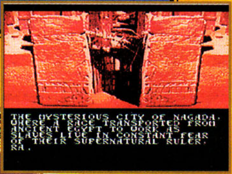
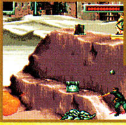


FROM BIG SCREEN TO VIDEO GAME



THE MYSTERIOUS CITY OF NAGADA, WHERE A RACE TRANSPORTED FROM ANCIENT EGYPT TO WORK AS SLAVES LIVE IN CONSTANT FEAR OF THEIR SUPERNATURAL RULER, RA.

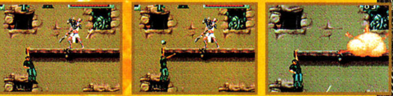
The planet Abydos is a vast desert that at first appears to be deserted. O'Neil and his party soon discover, however, that the sands are crawling with dangerous reptilian beasts and that a race of human-like workers inhabits the planet. The mystery deepens when the workers bow before the medallion worn by Jackson.



The workers on Abydos, who live in the mysterious city of Nagada, are apparently slaves from an ancient civilization.

LIVELY ANIMATION...

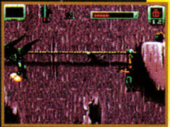
Although the play control takes some getting used to, once you master it you'll have complete control of O'Neil's character. He can dash, leap and hang from ledges. While hanging, he can throw grenades up onto ledges or down onto enemies below. He can also fire his weapon in a full circle.

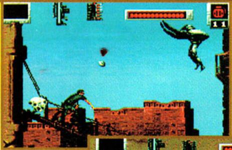


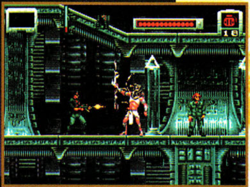
With his full-range attack, O'Neil can hang from ledges and attack enemies approaching from just about any angle.

...AND HIGH ACTION

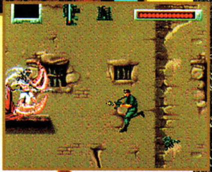
Hanging from ledges isn't the only stunt O'Neil has perfected. When he enters the mines, he'll hang from the pulleys on the overhead cables and roll from area to area. He can fire his weapon while jumping, and after the first few stages, he can power-up the rifle with Rapid Fire and Wide Angle shots. He's awesome and he knows it—he's a professional.

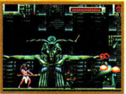


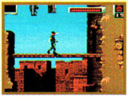


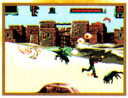


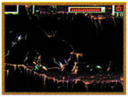
When his men are captured by Ra's forces, O'Neil will have to track them down and defeat the guards that imprison them.







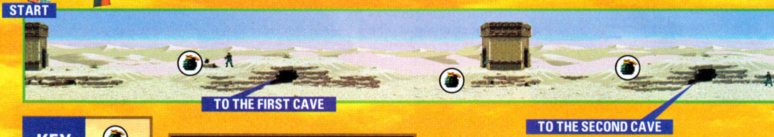




He's a professional! That means he's ready for anything, be it a balancing act or an enemy barrage.

MISSION ONE

When the workers invite the earthlings back to their village, Jackson learns what magic his medallion holds. The medallion, which he had unearthed along with the StarGate, is a replica of the Eye of Ra, the symbol of the Egyptian sun god. They believe that he has been sent by Ra to lead them. Before Jackson can return to camp, a fierce sandstorm strikes, leaving the soldiers scrambling for refuge in a pyramid. When the dust settles, O'Neil must search not only for his men, but also for supplies that were stashed during the storm. He's on his own.

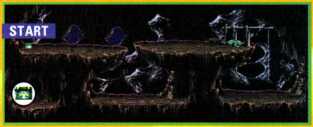


KEY

- GRENADE
- 1-UP
- LIFE
- AMMO
- COOLANT
- RAPID
- WIDE

THE FIRST CAVE

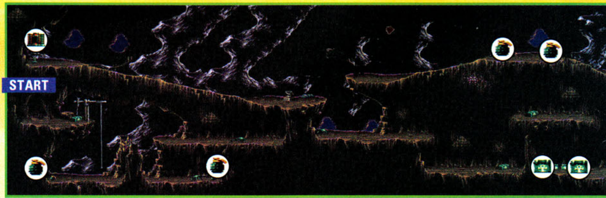
O'Neil won't find much inside the first cave he comes to. It appears that none of his men sought refuge in there. It's a good place to explore anyway because it's prime practice ground. Learn to climb, leap, hang and fire the rifle here before continuing to the second cave, which is much larger and more interesting. There is one energy refill Power-Up to find.

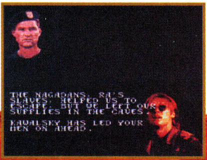


The first cave you'll come to isn't very big. Explore inside to find an energy Power-Up that will give a boost to your Life Meter.

THE SECOND CAVE

When you talk to the elder inside the second cave, he'll give you some sage advice about the mission. Your goal here is to recover the Supply Crates that were stashed for safety. Now your men need them, so you'll need to find at least five. Although there are more than five to find, don't keep looking after retrieving the first five unless you have excess energy to burn. The enemies in this cave are brutal and can wear down your life bar with merciless speed. Press select to check on the mission's status.





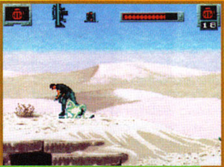
THE NAGADANS, RA'S SLAVES, HELPED US TO ESCAPE, BUT WE LEFT OUR SUPPLIES IN THE CAVES.

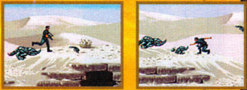
KAWALSKY HAS LED YOUR MEN ON AHEAD.

Your mission: Collect the Supply Crates that your men stashed in the second cave. You'll need five.

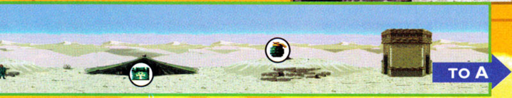
ENEMIES IN THE SAND

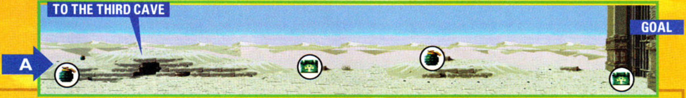
You'll have to watch your step when you're traveling in the desert. Tiny land mines left by enemy troops will explode if you step on them, and savage reptiles emerge without warning as you approach. Hold the X Button to sprint, or, if you want to play it safe, kneel and roll a grenade to take out approaching enemies.





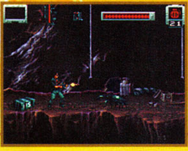
Watch out for land mines. Combat with close-by enemies can be frustrating. Kneel and roll grenades in close quarters.



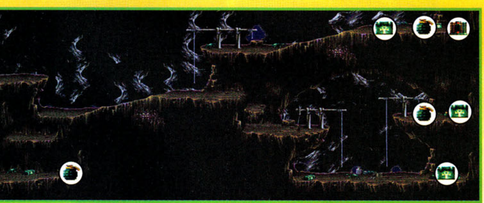


KEEP YOUR COOL

Depleting your Ammo supply doesn't seem to be much of a concern, but if you're firing off lengthy blasts with your rifle, it might overheat and jam. Watch the heat meter on the screen to monitor the rifle's temperature. To cool the weapon down, you'll have to pick up some Coolant in the third cave.



Watch the heat meter to see if your rifle is getting too hot. If it overheats, it'll jam. Use Coolant to bring down the temp.

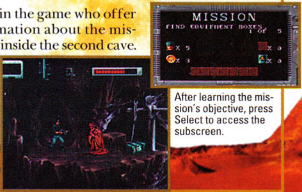


THE THIRD CAVE

The third cave is much smaller than the second cave, but there are some Power-Ups. You can skip it and continue to Nagada if you want to.

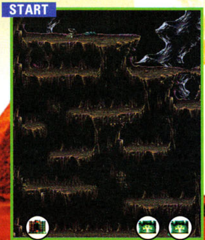
ANCIENT INFORMERS

There are many elders in the game who offer advice and give information about the missions ahead. The first is inside the second cave. Once you've learned the mission objective, you can access a subscreen that shows the status of the mission.



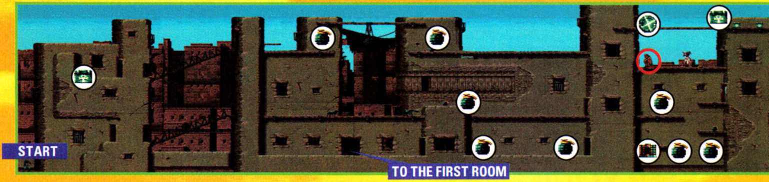
MISSION
FIND EQUIPMENT BOXES 1 OF 5
x 5 x 0
x 3 x 0

After learning the mission's objective, press Select to access the subscreen.



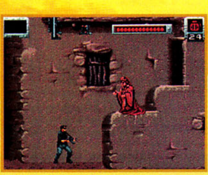
MISSION TWO

After recovering all of the supply crates in Mission One, you'll be instructed to go to the ancient city of Nagada, which at first appears to be deserted. You need to find your men, who are in the next mission, but the door to the area where they are is locked tight. To open the door, you must search out the city's four elders, who were lost in a battle with Ra's Horus guards. They are hiding out in dark corners of the city, and some of them are still guarded by Ra's men. You'll have to use grenades to defeat the guards and rescue the elders. One of them knows how to open the locked gate, but you'll have to find all of the lost men before the gate will open. The ancient city is a maze. You must search its many levels and its hidden rooms to find all of the elders.

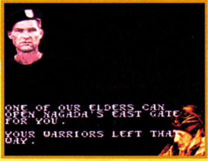


FIND THE MISSING ELDERS

When Ra's Horus guards invaded the city, the Elders fled, hoping to find sanctuary in hidden rooms or out-of- the-way alleys. They won't talk to you when you find them, but once you touch them, they'll raise their arms in thanks. If you return to the spots where you found them, they'll be gone. After you find the last one, go to the gate on the lower level on the east side of town.



The Elder that you meet just inside Nagada's gate will explain your mission. You must find the four other Elders before you can follow your men to the next area.

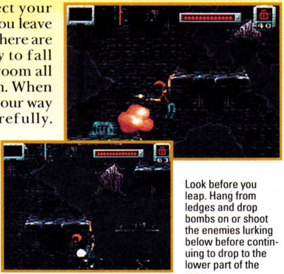


ONE OF OUR ELDERS CAN
OPEN NAGADA'S EAST GATE
FOR YOU.
YOUR WARRIORS LEFT THA
WAY.

Once you've located all of the Elders, return to the gate that was previously locked. You will now be able to exit and follow your men to the next mission.

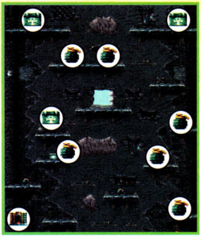
THE SECOND DARK ROOM

You'll want to perfect your sprint jumps before you leave this room. The ledges here are narrow, and it's easy to fall from the top of the room all the way to the bottom. When you first enter, work your way down slowly and carefully. Rather than jumping to areas below, hang from the edges of the ledges and drop bombs on the enemies below. They're easier to defeat from above and you'll avoid injury, too.



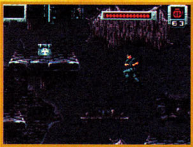
Look before you leap. Hang from ledges and drop bombs on or shoot the enemies lurking below before continuing to drop to the lower part of the room.

• THE FIRST ROOM



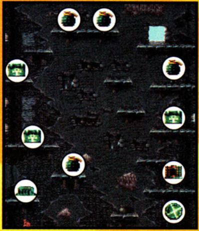
DOORWAY TO DARKNESS

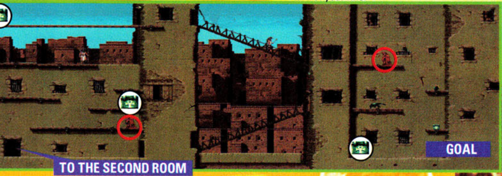
When you come to the first larger-than-average doorway, stand in front of it and press Up on the Control Pad. You'll enter the first hidden room in Nagada. Inside, you'll find a series of ledges. Work your way down, destroying enemies and collecting Power-Ups as you go. Find and liberate the Elder in the lower left corner, then climb back up to the exit and return to search for the others on the sunlit streets.



Press Up to enter the first darkened room. You'll find an Elder inside, as well as some Coolant you can use to lower the temperature of your rifle.

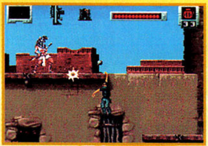
• THE SECOND ROOM



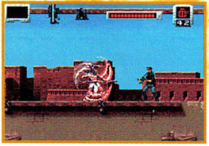


THE HORUS GUARDS

Ra's Horus guards possess superhuman powers. They can disappear and teleport themselves to different places. It takes a lot of rifle power to defeat them, so using bombs is a better ploy. A couple of direct hits with bombs will destroy them. Try to attack from as far away as you can to avoid incurring major damage. Wait until they're fully formed before attacking them.



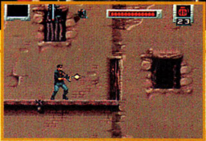
Don't join the guard on the ledge. Instead, hang from the end of the ledge and lob a couple of bombs up onto the platform.



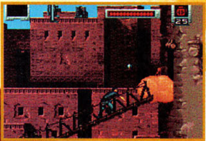
Stand back while the guard regains his form after teleporting. When he's fully formed, toss bombs at him.

BLOWING DOWN THE DOORS

You can use either your rifle or bombs to blast through closed doors. Both are effective, but bombs are faster so use them if you're in a hurry. The only door that you can't Rambo your way through is the last one on the right. You'll have to find an Elder who knows how to open that one. When you do, you can follow your men to the next phase of the game.



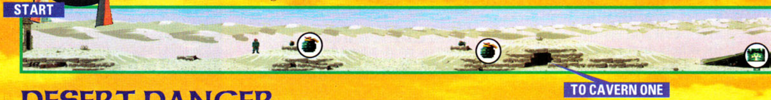
A single grenade will blast down a door, but it takes several rounds with your rifle to complete the job.



To get through the last door, you must free the Elders and get them to open it. Step through it into the desert.

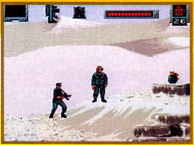
MISSION THREE

O'Neil is greeted with some bad news when he meets up with Jackson at the beginning of Mission Three. Jackson thinks that Kawalski is dead, and the rest of O'Neil's men have scattered in the desert. O'Neil has to find them and give them much-needed supplies before they, too, perish. Like Mission One, this one is set in the desert. O'Neil will meet many of the same enemies here that he fought there, and he'll explore the same kinds of caverns that he did earlier, too.

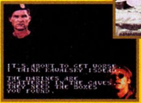


DESERT DANGER

In Mission Three, you'll learn that O'Neil brought a bomb of some kind with him. And not only that, you'll also find out that Ra's men have found and stolen pieces of it. It's a volatile situation, for sure. Now O'Neil has to find his men and recover the pieces—before Ra's men find out how to assemble them.

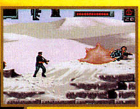


When you meet up with Jackson, he will give you the bad news about Kawalski.



IT'S ABOUT TO GET WORSE. I THINK KAWALSKY IS DEAD.

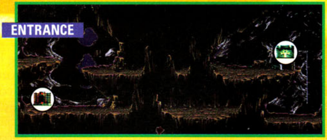
THE MARINES ARE SCATTERED IN THE CAVES. THEY NEED THE BOXES YOU FOUND.



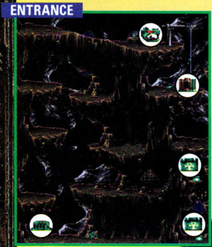
Use grenades to destroy burrowing sand enemies so you can concentrate on finding your men.

CAVERN ONE

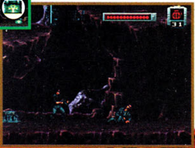
Take a break from the desert sun. Step into the coolness of Cavern One and explore to find Power-Up items. You won't find any of your men inside, and it's a fairly small cave, but it's a good place to re-energize before meeting the more deadly enemies that inhabit in the next cavern.



CAVERN TWO



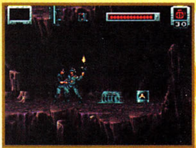
Inside Cavern Two, you get the first good news of the trip: Kawalski isn't dead after all. He's badly wounded, but the supplies you give him will help him recover. He tells you that the rest of your men are in the area ahead. Time is critical, so get moving.

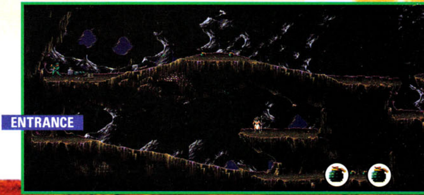


You'll find Kawalski in Cavern Two— and he's not a goner yet. Give him some supplies.

CAVERN THREE

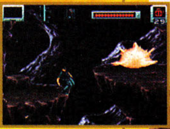
Enter the third cavern and search for your men. You must find three of them before you leave via the exit in the lower right. It leads not back to the desert, but to the next mission, which takes place in the desert ruins.

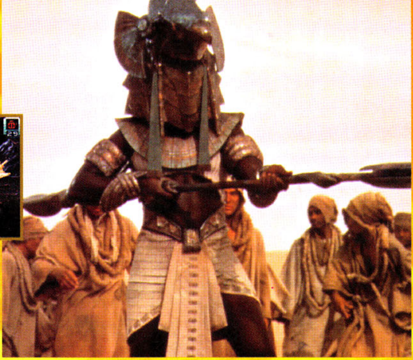


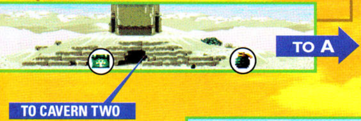


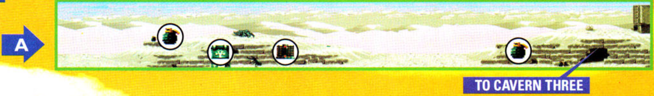
DON'T BLAST OFF

Beware of detonating a grenade if you're standing on the edge of a ledge. The explosion might very well blast you off the ledge, so be prepared to grab on or fall.



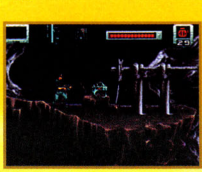


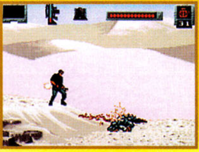




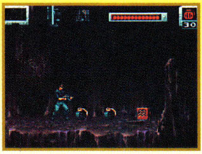
INSTALL RAPID FIRE

Just inside Cavern Three, you'll pick up a very pleasing Power-Up. This one, Rapid Fire, powers-up your rifle and lets you fire twice as fast as you could previously. Now you'll be able to blast sand beetles and other pests that required grenade attacks before. You'll need the extra firepower when you enter the third cave, because the enemies there are nasty.





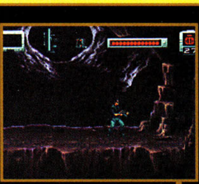
Rapid Fire is serious firepower. Pick it up at the beginning of Cavern Three and put it to good use inside.

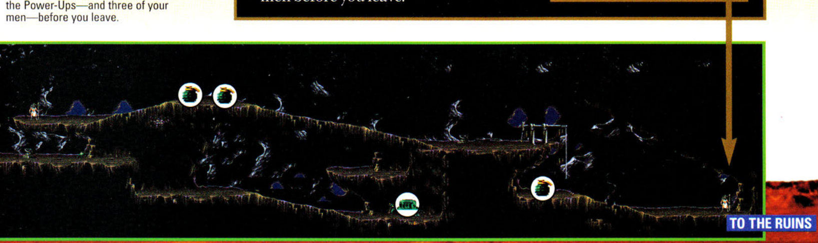


Search the cavern carefully to find all of the Power-Ups—and three of your men—before you leave.

INTO THE RUINS

Work your way to the right, searching for your men. Although you had to exit previous caves to continue, this one leads directly into the ruins via a hidden exit in the lower right. Simply walk through the wall into the ruins, but find three men before you leave.



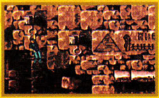


MISSION FOUR

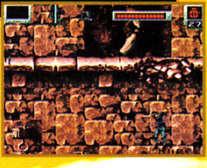
When you enter the ruins, you'll be treading on all-new territory. Some of the ledges in this ancient area are crumbling with age, so you'll have to watch your step as you search for your remaining marines. Ra's guards abound in this area. Having a healthy hoard of bombs will help you survive your encounters as you explore the confusing environs that exude Ra's mystic spirit. Instead of just running and leaping, you'll master some new skills that will allow you to reach out-of-sight spots. The ruins are challenging, even for a professional such as O'Neil.

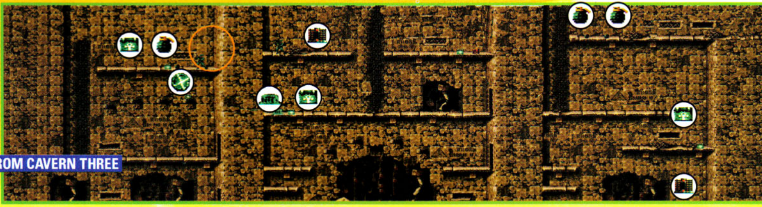
TRY THE RING TOSS

If you take a close look at the backgrounds, you'll see some rings pounded into the stone. With a little practice, you'll be able to jump and grab the rings, then swing from ring to ring to reach ledges that are too far to jump to. Watch out for cracks in the ledges, too. If you step on weak spots, they'll give way and you'll fall.



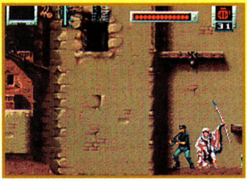
It's not easy, but you can learn to swing from ring to ring to reach new places.

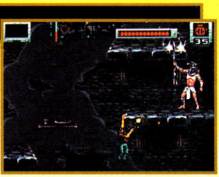




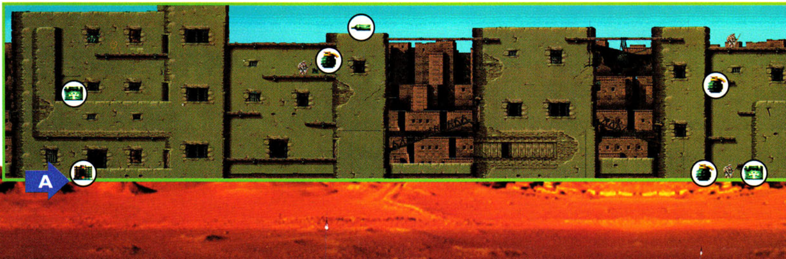
RETURN TO NAGADA

When you return to the ancient city after rescuing all of your men, you'll once again need to seek out Elders. Some of the rooms you'll enter this time serve a transporters between the city and the ruins. Traveling between the two can be confusing, but there is a method to the madness. Pay close attention to discover which doors lead where.



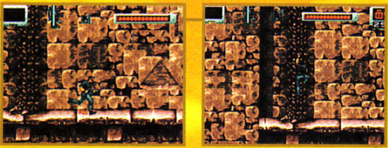


Find all of the ancient ones, then enter the dark room and fight all of guards on your way to your meeting with Anubis.

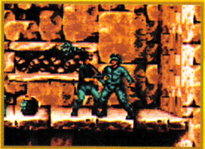


CLIMB THE VINES

Other new twists to watch for in this area are the climbing vines on the stone walls. You can easily scale the walls using the strong vines. They'll let you reach areas that are otherwise inaccessible, so don't pass them by.



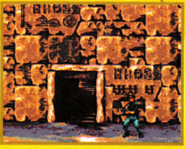
The dark places on the walls are just deteriorating stone. They are strong vines that climb up to new areas. Use them to scale the walls and see what's of interest in the areas above.



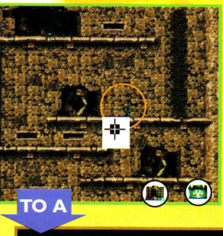
Keep searching until you find the last of your men. You won't be able to leave until you do.

THE DOOR OPENS

When you've found all of the ancient ones, a door that leads back to Nagada will open. Use it to return and finish unfinished business in the old city.

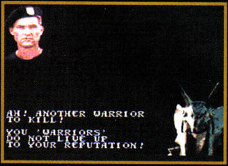


When the ancient ones are freed, you'll be able to return to Nagada to find Anubis.



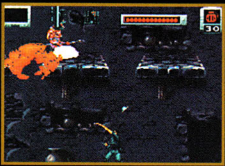
ON TO ANUBIS

Anubis the awesome awaits. The people fear him, and with good reason. He is as ruthless as the supernatural god he claims to represent, and he scorns those who claim to be warriors. He has, after all, chewed up and spit out more than his share of would-be heroes, and he fully expects to do the same with O'Neil. Like his guards, he can disappear and teleport at will, which makes him a difficult target to hit. Stay below him when possible and lob your grenades up at him as soon as he makes an appearance. Keep an eye on his power meter so you can see how much damage you're delivering. If you re clever, perhaps O'Neil will make a lasting impression.

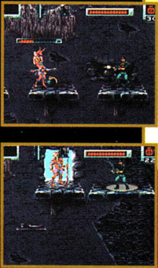


AH! ANOTHER WARRIOR TO KILL!
YOU 'WARRIORS' DO NOT LIVE UP TO YOUR REPUTATION!

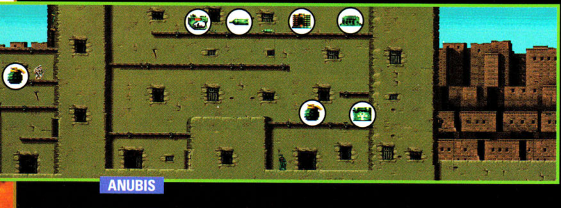
Anubis is scornful of O'Neil s challenge. He's just one more long-winded "warrior."



Throw grenades up at Anubis when he appears overhead. Watch his energy ebb.



When you've worn him down, deliver the fatal fire, then ride the elevator to the exit above.



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super nes
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EPIC CENTER

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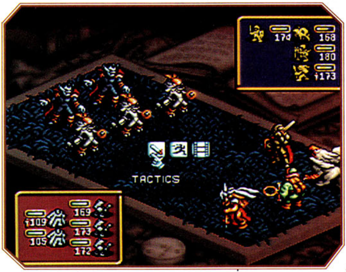
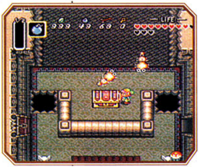


ADVENTURE, ROLE PLAYING AND MUCH, MUCH MORE

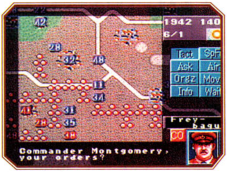
What is a Role Playing Game? What's an adventure? How do strategy games differ from RPGs? What makes a sim a sim? Since Epic Center covers all these types of games, you might like to know how we define these different styles of games. Here are our definitions, but remember that some games cross over categories by sharing several characteristics. In fact, this month's feature game, Ogre Battle, successfully mixes all three types of Epic.



• **RPGs** have a central character or characters in a party whose abilities grow during the course of the game. The other defining characteristic is that battles take place in a separate view and you don't have direct control over the movement of your character or party during the battle. Instead, you choose to Fight, use Magic or Items, or Run Away. RPGs offer extended play, usually featuring large worlds for players to explore and extensive story elements. Final Fantasy III is a perfect example of a mainstream RPG as it has evolved in Japan. One slight variation on the RPG theme can be found in first-person perspective games like Eye of the Beholder or Might & Magic III: Isles of Terra.

• **Adventure games** might also have characters who grow in strength over the course of the game, but you have direct control over your character throughout. In battle, you can move your character and attack enemies directly. You also have some freedom to move to different areas and make choices about where you go and what you do. In other words, adventures are not strictly linear, like side-scrolling action games are. Adventures feature large worlds, multiple weapons, many story elements and items. The Legend of Zelda—A Link To The Past and Secret of Mana are good examples of Adventure games.

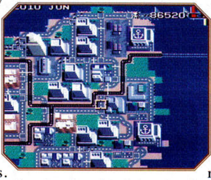
• **Strategy games** usually involve moving units rather than individual characters, but characters may play a role in how the unit operates. Most strategies revolve around war scenarios, either historically based or fantasy based.



Commander Montgomery, your orders?

The game takes place on large maps, and battles between units are controlled by the computer. Koei, one of the largest game companies in Japan, has excelled in the strategy arena, concentrating on historical war games like P.T.O. and Operation Europe.

• **Simulations** include a wide range of games in which players use realistic models of systems or machines. For instance, a flying game like Pilotwings is a simulation, but so is SimCity. In Epic Center, we will cover simulations like SimCity that model systems like towns, nations or businesses. These games are often open-ended with few set goals. Instead of trying to win, players may rather explore the simulation or build it up.



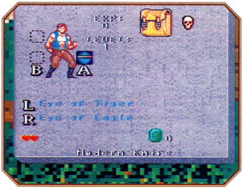
• **Epic games** include any of the genres defined above and all the many combinations of those types of games. No matter what categories Epic games fall into, all of them offer deep, lasting play value.

Fight
Steal
Magic
Item
4115
6439
3909
4670

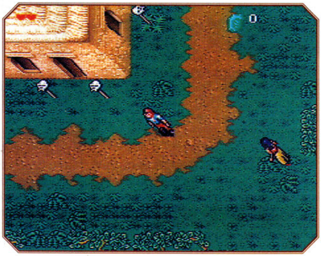
THE SAVAGE EMPIRE

The Ultima series takes a dramatic plot turn with *The Savage Empire.* As the Avatar who wanders through time and space, you'll find yourself in a steamy jungle empire where tribes battle each other as well as the lurking, primordial beasts. Here in the heart of darkness, the Avatar must search for the missing daughter of the local tribal chief, but that is only the beginning of the quest.

The Savage Empire feels a great deal like The Black Gate in play control. The adventure style format puts you in control of the Avatar while you explore and while you do battle, but building levels and gathering information is just as critical in this game as it is in any RPG. The command functions, like those of The Black Gate, are an improvement over earlier Ultima games. Dozens of characters roam the towns, as always, each with many topics at his or her disposal. The list of items goes on and on. Weapons, armor and magic give strength to the Avatar, and food keeps him strong and out of the dark. Once again, you should save the game at every opportunity, so the battery back-up is a critical feature.



The complexity of the Ultima story is perhaps the strongest of any adventure series. Now, in the eighth game, the story of the Avatar has become a true epic. But the best part of The Savage Empire may be the change in venue. For the first time in ages, the world seems new and mysterious, not just some rehashed Britannia. You should be able to enter The Savage Empire by June.



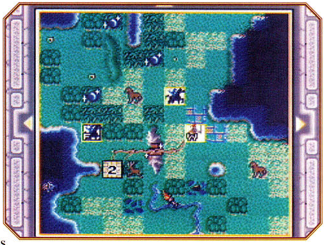
SMELLIVIDEO

Nintendo plans to launch its upcoming RPG, EarthBound, using a unique ad campaign with mailers and ads featuring scratch and sniff patches. That's just for starters. A special 128-page Player's Guide will be packaged with the game and it will include smell cards that correspond to events and characters in the game. For instance, when you go into a restaurant, you can scratch the appropriate card and catch a whiff of pizza. The chosen smells should stir up excitement for EarthBound, not to mention a few stomachs. Included will be the not so pleasant fragrances of some of EarthBound's more vile enemies—20 smells in all. The game itself uses campy humor throughout, so the off beat odor of the campaign fits the mood perfectly.

ROMANCE OF THE THREE KINGDOMS III: WALL OF FIRE

Koei continues its *Romance series this spring with Romance of the Three Kingdoms IV: Wall of Fire.* The game takes place during the Three Kingdoms era of Chinese history in the second and third century A.D. Your goal, as always in this strategy series of war games, is to unite the warring kingdoms under your enlightened rule. It won't be easy. Against you stand the other warlords and their armies. Negotiations often lead to treachery while plotting in the battle mode and strategy mode further muddies the water.

New features for Romance IV include special help commands that should help make the interface a bit more user-friendly than previous Romance games. Your armies can use up to 450 officers and players can customize up to 180 more officers. One of the special features of the Romance series is the multi-



player aspect. Up to eight players can join in the action taking alternating turns. A first for the Romance series will be the ability to negotiate with foreign tribes in China. On the battle scene, troops will make use of new weapons including battering rams, catapults and automatic crossbows.

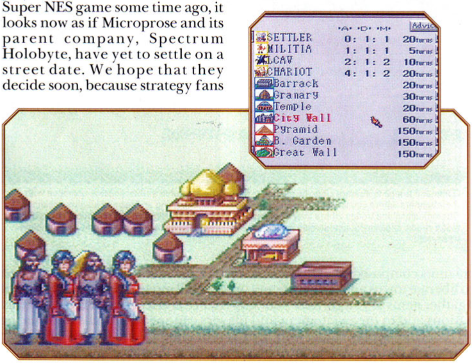
The new Romance packs six scenarios in its 24-megabits of memory. It also offers advice from officers as well as general game advice with the Help function. Koei also spruced up the graphics and sound for added entertainment value. In the past, the Romance series has attracted a dedicated following of war gamers, but Koei hopes to increase that audience by giving new titles more intuitive interfaces and easier command functions. The proof will be in the finished version, which we hope to report on next month. As for release dates, Koei hopes Romance IV will be in the stores by this summer.

MORE EPIC NEWS

Civilization, the excellent, but long delayed strategy game from Microprose, has hit another snag in its release schedule. Although we played the finished version of the Super NES game some time ago, it looks now as if Microprose and its parent company, Spectrum Holobyte, have yet to settle on a street date. We hope that they decide soon, because strategy fans will eat this game up once it is out. What we can tell you is that the Super NES version of Civilization differs only slightly from the PC game. Unlike the Super NES SimCity, which added unique features to the hit PC and Mac versions, this Civilization recreates the award-winning game with a very playable Super NES interface.

Although we don't have much information yet, Taito says that *Lufia II* is due out this summer, but a more likely date for the sequel is probably this fall. We'll update you on Lufia II as soon as we can.

The interstellar strategy game announced by Koei last summer has been taken off the Super NES development list according to Koei's U.S. office. But that may not be the end of the story. It has been hinted that the game of galactic conquest may still appear on a Nintendo platform. Hmmm?



```
            ·A· ·D· ·M·   Advic
SETTLER      0:  1:  1    20turns
MILITIA      1:  1:  1     5turns
LCAV         2:  1:  2    10turns
CHARIOT      4:  1:  2    20turns
Barrack                   20turns
Granary                   30turns
Temple                    20turns
City Wall                 60turns
Pyramid                  150turns
B. Garden                150turns
Great Wall               150turns
```

Epic Games that you don't want to miss:

SUPER NES

- ActRaiser
- Aerobiz Supersonic
- Brain Lord
- Breath of Fire
- Dragon View
- E.V.O.
- Final Fantasy II
- Final Fantasy III
- Final Fantasy Mystic Quest
- Illusion Of Gaia
- The Legend of Zelda—A Link To The Past
- Lufia & The Fortress of Doom
- Metal Marines
- Obitus
- Populous
- RoboTrek
- Secret of Mana
- Seventh Saga
- SimAnt
- SimCity
- Shadowrun
- Star Trek: The Next Generation
- The Twisted Tales of Spike McFang
- Uncharted Waters—New Horizons

GAME BOY

- Final Fantasy Adventure
- Final Fantasy Legend (I-III)
- The Legend of Zelda—Link's Awakening
- Ultima: Runes of Virtue II

Ogre Battle™

March of the Black Queen

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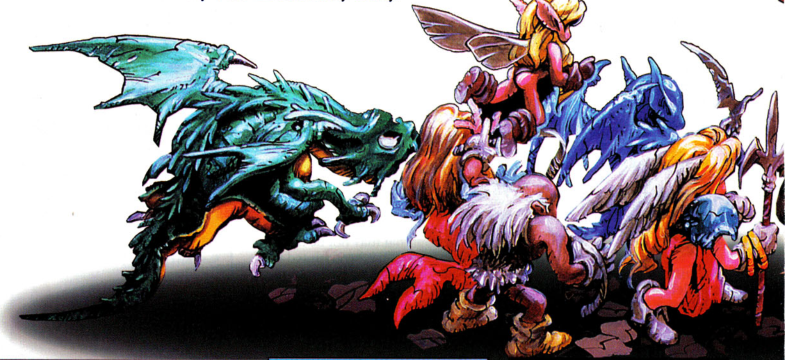
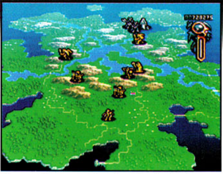
LIBERATE YOUR IMAGINATION!

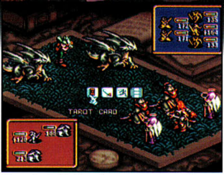
Ogre Battle, from Enix, fulfills an ancient prophecy—that one day a game would appear for both RPG and strategy-war gamers, and that forever after their homes would ring with the clash of swords and shake from the feet of marching armies. This fantasy becomes a reality today.



AN OGRE OF AN EPIC...AT FIRST LOOK



Command troops to liberate cities by placing their banners where you wish them to go. Strategically place troops where they'll control major roads. Explore the countryside for hidden treasures.

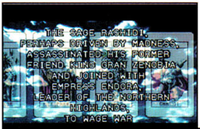


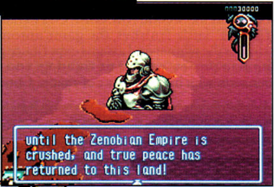
The animated battles show every move with beasts leaping on foes and knights wielding swords. Battles last for one round, not to the death, so there's always a tomorrow for clever fighters.

For all of its gaming strengths, Ogre Battle suffers the fate of its warty namesake—misunderstood like an ogre of yore, it makes a poor first impression. But players who give the game a chance will find a gem beneath the scales. In Ogre Battle, players control units composed of up to five characters, including fighters, magic users and monsters. Commanding the units to liberate towns and defeat enemy units, you'll move from one province of the Zenobian Empire to another. You'll gather items as you go, raise your experience and learn secrets that reveal a truly epic story. Great 3-D battle animations add to the excitement and players can spend months uncovering secrets on the vast map. Ogre Battle also redefines replay value, with 12 different endings and dozens of ways to progress through the game. On closer inspection, this ogre turns out to be a real prince of a game.

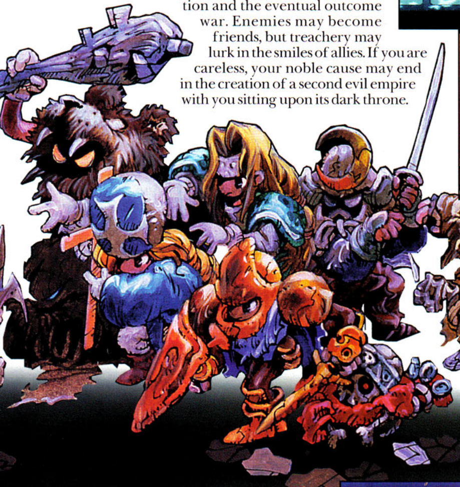
ZENOBIA MUST FALL!

Picture yourself commanding a rebel army of beasts, knights, wizards, and giants. Beginning in the hinterlands, you'll skillfully move your pawns, honing their skills in battle against the powerful forces of the Zenobian empire. But might of arms won't always win the day. You'll make difficult choices that affect your reputation and the eventual outcome war. Enemies may become friends, but treachery may lurk in the smiles of allies. If you are careless, your noble cause may end in the creation of a second evil empire with you sitting upon its dark throne.


THE SAGE RASHIDI,
PERHAPS DRIVEN BY MADNESS,
ASSASSINATED HIS FORMER
FRIEND KING GRAN ZENOBIA
AND JOINED WITH
EMPRESS ENDORA,
LEADER OF THE NORTHERN
HIGHLANDS,
TO WAGE WAR

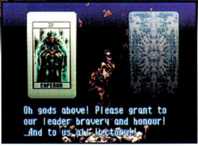

until the Zenobian Empire is crushed, and true peace has returned to this land!

Characters throughout the game reveal secrets and rumors, and in the end you'll get the big picture of what is happening in Zenobia. Revisit towns later in the game to receive new information.



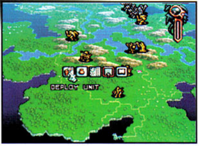
FIGHT IT OUT

Ogre Battle conflicts differ from most RPG battles by restricting the player's input. Instead of choosing from one of dozens of attacks or magic spells, you must place units strategically, use Tarot "Magic" Cards, and bring items into play at critical moments. A typical battle begins when two units collide. The battle view shows both rebel and imperial forces facing each other. During the battle round, you can employ strategies and Tarot Cards or you can run for the hills. Each of your troops delivers a set number of hits or spells, and, when all competing troops have finished their moves, the game determines a winner and you return to the overworld map. Be prepared to meet the same enemies many times!

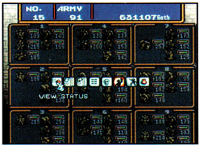


Oh gods above! Please grant to our leader bravery and honour! ...And to us all Victory!!

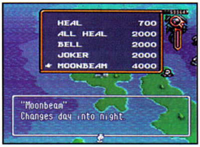
A wise man interprets your answers to a series of questions to create your character.



Deploy your units and send them out to liberate towns and discover secrets.



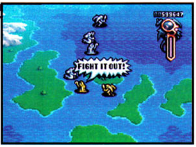
Edit units to maximize their strengths or customize them for special duties.


HEAL 700
ALL HEAL 2000
BELL 2000
JOKER 2000
MOONBEAM 4000

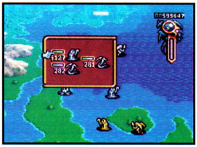
"Moonbeam"
Changes day into night.

Purchase items in some towns and find them buried in the countryside.

THE FACE OF BATTLE

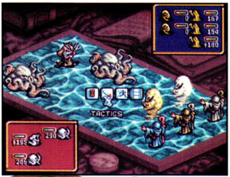


The view switches to the close-up battle perspective when opposing units meet on the regional map.

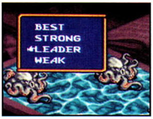


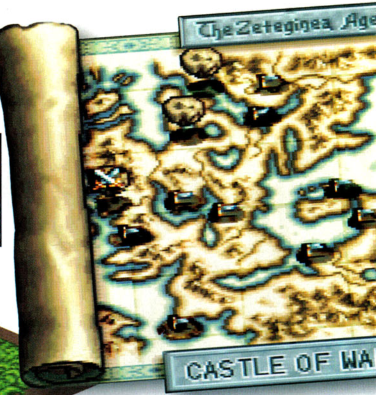
Check the strengths of enemy units before they reach you, then confront them with equally matched units.

Battle begins when your rebel forces come face-to-snout with the enemy. In the 3-D view, embattled characters make as many attacks as their positions allow. For instance, a Knight attacks twice if he's on the front line but only once if he's positioned in the second row. Once every character on the field of battle finishes, the game automatically determines the winner and assigns experience points. In addition to the set "round" of fighting, you can play Tarot Cards, which act as a sort of magic. Choosing the right Tactic also helps, but sometimes the best choice is to run away. In Ogre Battle, unlike most RPGs, slaughtering the enemy isn't considered heroic. The people of Zenobia appreciate a fair fight.



Battle tactics include the best attack, attacking the leader of the enemy unit, attacking the strongest character amongst the enemy or attacking the weakest member.





THE ENEMIES

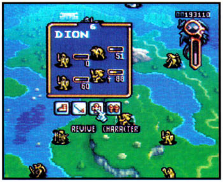
Most enemies fight for the leader of the region that you've invaded. They move out from a central base to greet your marauders. You'll also find Neutral enemies in wild areas who may join you.

THE REBELS

Most of your forces join up along the way, swayed by your charisma and your noble cause, not to mention your wallet. The rebel characters must be paid handsome sums to fight.

DRAWING THE BATTLE LINES

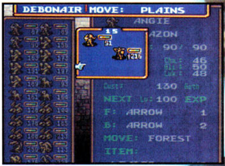
The battle system in Ogre Battle considers many factors, including the time of day, the terrain of the battlefield, and so on. Your concern is to fight the good fight. Units with high Alignment should liberate towns while units with low Alignment should head-off advancing enemies. Incidentally, low Alignment units fight better at night. Keep a mix of strong and weak units active and let the weak units finish off enemies that have been depleted by strong units. In this way, the local people will grow to respect you.



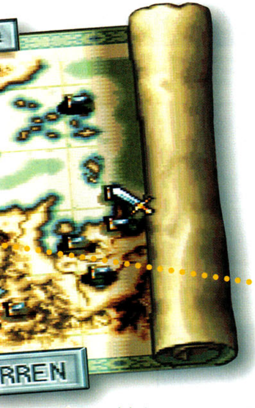
Monks, wizards and other characters give valuable information and gifts to the conquering hero. Some gifts can be equipped to strengthen a character.

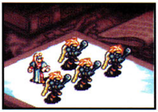
THE BEST FIGHTING FORCE IN THE WORLD

Add and delete characters from active units and from an inactive pool of characters using the Edit screens. Creating the ideal mix of units won't be easy. You must balance strength with special requirements. Units composed of water characters may add to your effectiveness, but they are useful only in limited areas. To get started, build up several strong units for fighting enemy leaders and be sure to deploy a forest unit, mountain unit, flying unit and water unit. Also include units with both high and low Alignment ratings and several weak units for attacking low-end enemy units.

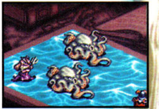


Create units with similar attributes like Forest or Plains for effective fighting.





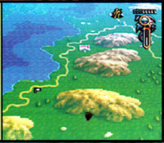
Flying units move quickly through the air over any terrain. Send them to take over trade towns where you can buy supplies.



Water units pass over the waves as quickly as other units walk on land Use these speciali unit to explore islands.

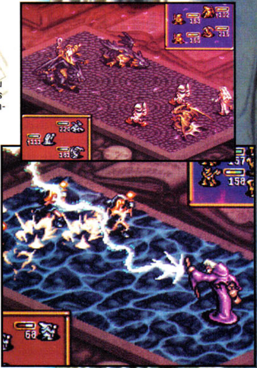
THE LANDS

The empire contains plains, forests, mountains, seas and rivers along with towns. During your campaign in a region, take and hold the towns while moving toward the leader's castle. Later, return to liberated areas and explore more thoroughly. You'll find hidden towns, temples and items plus valuable information.

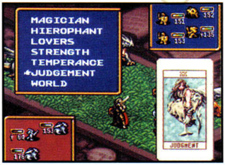


THE MAGIC OF TAROT CARDS

Once liberated, townsfolk bestow upon their hero the valuable gift of Tarot Cards. Each card contains potent magic that you tap once during a battle. Fourteen Tarot Cards may be held at a time and you can discard less valuable cards in order to keep a new, stronger card. Some Tarot magic blasts enemies with elemental forces while other cards contain healing or strengthening magic. Ogre Battle comes with a handy chart listing Tarot Cards and their uses. The game also contains a Help function that explains the use of all items in the game.



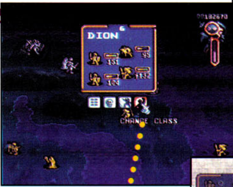
Tarot magic may be directed at either you or the enemy, but it is always to your advantage.



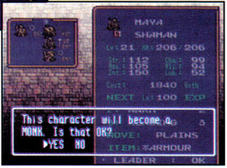
Play your Tarot Cards during battle, but use them sparingly.

A TOUCH OF CLASS

All characters belong to a class such as Fighter, Amazon or Wizard, but most can improve themselves through the hard work of rooting out evil. Once a character reaches a particular level of experience, he or she can move up to a stronger, more versatile character class. For instance, a Fighter may become a Knight, a Beastman or even a Wizard. In turn, a Knight with enough experience will become eligible for Paladin status, and eventually he can become a Vampyre. Once a class change has been made, however, a character's future is set along that path. A Knight will never become a Dragon Master since the Dragon Master class is available only to Dragoners, Beast Masters and Beast Men.



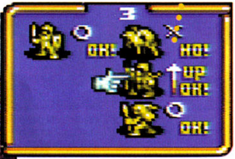
In the Class Change screen, look for the "Up" indication beside characters, which indicates that they are ready for a change of class.



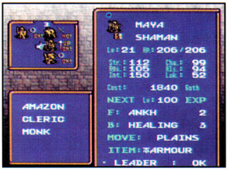
MAYA
SHAMAN
Lv: 21 HP: 206 / 206
Str.: 112 Cha.: 99
Agi.: 105 Ali.: 94
Int.: 150 Luk.: 52
Cost: 1840 Goth
NEXT Lv: 100 EXP
MOVE: PLAINS
ITEM: ✻ARMOUR
· LEADER : OK

This character will become a MONK. Is that OK?
▶YES NO

Characters showing the "OK" indicator must wait for another round of fighting before they may be ready to step up in the world.



Keep in mind the need to balance your units with Clerics and other specialists. Furthermore, characters with greater experience have more class change options.



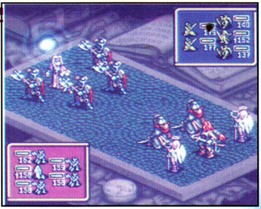
AMAZON
CLERIC
MONK

MAYA
SHAMAN
Lv: 21 HP: 206 / 206
Str.: 112 Cha.: 99
Agi.: 105 Ali.: 94
Int.: 150 Luk.: 52
Cost: 1840 Goth
NEXT Lv: 100 EXP
F: ANKH 2
B: HEALING 3
MOVE: PLAINS
ITEM: ✻ARMOUR
· LEADER : OK

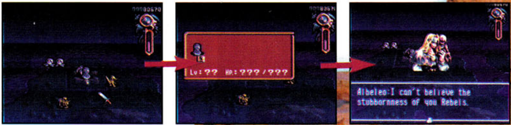
The change of class determines the ultimate fate of a character. Weigh the needs of the unit against the class change options of the character.

ALL THE KING'S HENCHMEN

At the heart of every region lies a fortress from which the emperor's chosen governor commands his pawns. If you destroy the leader, you will have crushed the empire's influence in the region, but don't expect it to be easy. Before storming the castle, be sure to defeat most or all of the enemy units. Save your strongest Tarot Cards for the final battle (just in case) and use your strongest unit unless you received information earlier indicating that a special character should lead the assault. Sometimes the leader gives you a choice or tries to make a deal. Weigh the offer carefully.



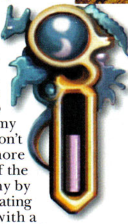
Use the Leader tactic in most cases so that your attack concentrates on the ruler. Don't waste time on his bodyguards, because once the leader loses, the bodyguards give up.



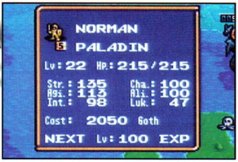
Albeleo: I can't believe the stubbornness of you Rebels.

Leaders and their guards may have new attacks. Go in at full strength.

YOUR REPUTATION PRECEDES YOU

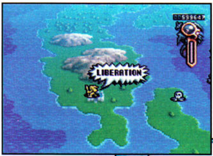


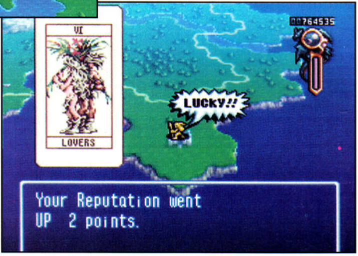
The mystical-looking symbol in the upper right corner of the screen keeps track of your reputation in Zenobia. As the vertical bar rises, your reputation grows. You might ask who really cares as long as you get the job done. The people care. If you Rambo through the enemy units using a group of invincible warriors, the people won't respect you. Recruiting will become difficult, and, more important to the game, you won't get the best ending of the twelve possible endings. Keep your reputation healthy by defeating enemies with your weaker units and by liberating towns using units with a high Alignment rating. Your rep can also be influenced by how you deal with game characters outside of battle. For instance, if you show mercy to Deneb the witch, it may be taken as a sign of weakness.



NORMAN
PALADIN
Lv: 22 HP: 215/215
Str.: 135 Cha.: 100
Agi.: 113 Ali.: 100
Int.: 98 Luk.: 47
Cost: 2050 Goth
NEXT Lv: 100 EXP

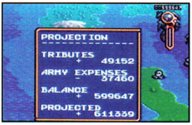
Keep track of the Charisma and Alignment ratings of your units. Charisma is useful in recruiting neutral fighters.





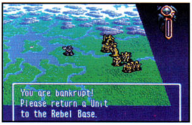
Your Reputation went
UP 2 points.

Each time you liberate a town, you'll also receive a Tarot Card. Sometimes, you'll receive a bonus according to the card you draw. The bonus can add points to one of your abilities, or detract from them.



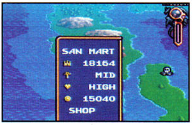
PROJECTION
TRIBUTES + 49152
ARMY EXPENSES - 37460
BALANCE + 599647
PROJECTED + 611339

Projected income shows how much money you will spend on troop salaries and how much towns will pay in tribute.



You are bankrupt!
Please return a Unit
to the Rebel Base.

Spend your money wisely. Don't stay long in conquered regions since you'll earn no tribute while exploring.



SAN MART
18164
MID
HIGH
15040
SHOP

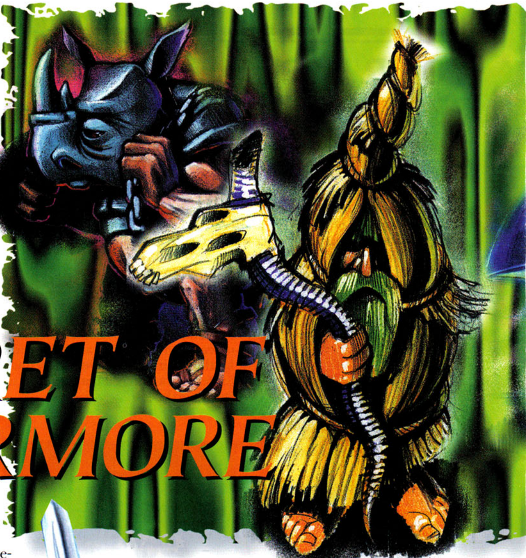
You'll get spending cash from town tributes and also from bonuses that are added on after you liberate a region. Town tributes are paid every day.

OGRE ENTRÉE

Ogre Battle combines many of the best features of games like Populous, P.T.O. and Final Fantasy III. It's big, too—100 hours plus. This Epic Center review gets you started, but we'll serve up a second course soon.

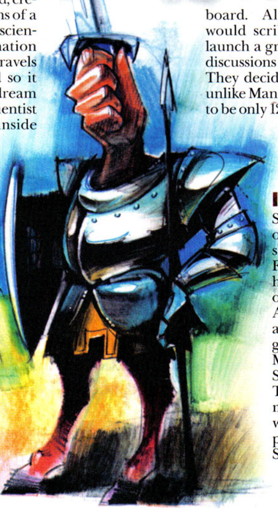
This month Workshop turns its focus to the development of Secret of Evermore, an adventure by Square Soft. We visited the Square crucible of creation at the end of February when the game development was still in full swing.

SECRET OF EVERMORE



FIELD OF SCREAMS

Evermore was to be a virtual world, created by the wondrous imaginations of a scientist and his friends, but the scientist-creator forgot that imagination often twists unpredictably and travels down unforeseen avenues. And so it happened in Evermore. The dream became a nightmare and the scientist and his friends were trapped inside their virtual world. If it were not for the curiosity of a boy and his dog, who stumbled upon Evermore by accident, there would be no hope for escape from the nightmare.

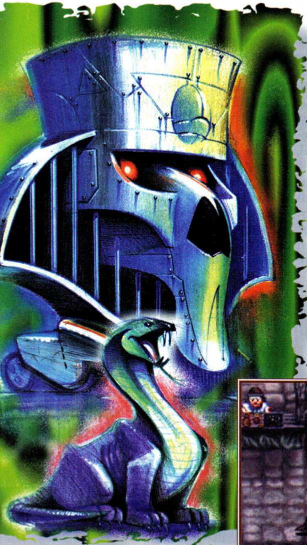


The world of Evermore began in the minds of Doug Smith (VP of Development), Producer Alan Weiss, and the Evermore team, who, like their fictional creation, Dr. Sidney Ruffleburg, dreamed of creating a virtual world out of the imagination. Work on this vision began over a year ago with the newly gathered team members camped out in a conference room at Square's Redmond, Washington offices. The game first took shape as a series of rough sketches on a drawing board. Alan Weiss, the project's director, would scribble his ideas on the board to launch a group brainstorm session. The first discussions centered on game size and format. They decided to make it a one-player game, unlike Mana, because originally the game was to be only 12 megabits and they wanted to preserve memory space for creating a richer world. Later, it became a 24-megabit game, encompassing vast territories full of secrets.

MOG IN AMERICA

Square Soft has never before developed a game outside Japan. Why should it? Its success with the Final Fantasy series and Secret of Mana has been extraordinary. On the other hand, why not? The American market is huge and the appetite for quality adventure games in the mold of Zelda and Mana largely goes unsatisfied. So Square made the commitment. They hired game artists, programmers, designers and set them up with an impressive array of computer equipment, including some SGI Indy II workstations.

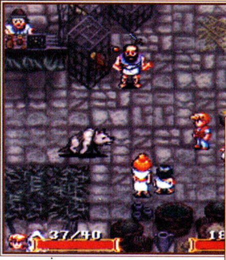
The team promptly stamped the



project as Made In The U.S.A. by turning to Hollywood. George Sinfield, the game's Associate Producer, thought it would be great to call on the rich tradition of campy B movies. Originally, much of the thematic content of Evermore was to have been based on literary references. George and the other team members figured, though, that movie references would be familiar to more players. The result is some hilarious dialogue peppered with references to fictional classics like Mars Needs Lumberjacks and Acropolis Apocalypse.

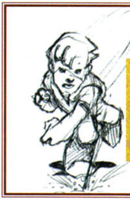
FROM HERE TO REALITY

Once the original decisions had been made, the process of turning the rough story sketches into computer art began. The first step belonged to graphic advisor Daniel Dociu. Beginning with research at the library, Daniel created pencil drawings of the characters, backgrounds and cinema scenes. Then, with the input of other team members, he refined the sketches into color art. He often found that his initial drawings led him to create entirely new characters. "At one point I was working on a thief," Daniel recalls, "when I got the idea that a beggar might work even better. After talking with Alan and George, we created this new character. Early in the game you have the opportunity to give the beggar something. Then, later on, he shows up again, no longer a beggar, and he returns the favor." This sort of creative improvisation occurred throughout the process. Clayton Kauzlaric, one of the team of four background artists, thought it might be fun to create a flock of pigeons for the marketplace. "There was a statue in the marketplace," he explained, "so naturally I figured there should be a pigeon sitting on its head. I showed the idea around and we put it in the game."

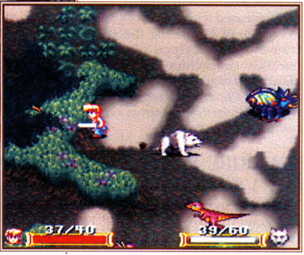


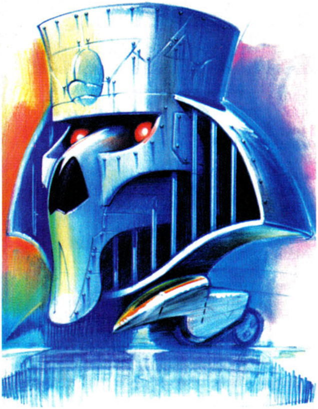
ATTACK OF THE FRIPPO

The next step involved taking Daniel's conceptual art and converting it into a form that could be used in the game. Three animators, four background artists and one 3-D rendering artist recreated the images on their computers. For each of the 80 animated characters in the game, the animators had to create an average of 12 walking frames, frames showing the character taking a hit and frames of an attack sequence. Depending on the character's position in the game, it might need side views plus front and back views. Rebecca Coffman, the lead animator on the project, pointed out that creating an animated character isn't as simple as putting one foot in front of the other. The most critical issue is game feel. "We have to put the character into the game world to see how it really moves," she explained. She demonstrated the animation of the dog. The dog's motion looked fluid, like a racing greyhound, but it was charging over stumps and rocks as if they weren't even there. She quickly reassured us that this wasn't the finished animation. "Later on we'll put in walk masks that let the game know where a character can or can't move." David House had just put the final touches on a new character, the Frippo, part frog and part hippo, when we stopped by. "The types of characters in the



Rebecca roughed out a sketch showing the full motion of the main character casting a magic spell by throwing an object.





game really varies," he said. "Some are funny like this Frippo, but others are very ominous. Actually, the Frippo may look cute, but it can squash you." David smiled, obviously pleased with this. Al Dumo is in charge of animating the attack frames of the Frippo and more horrible characters like knights, giants and dinosaurs. We noticed a giant Nerf hammer hanging on his wall—for practicing moves on his colleagues, we guessed.

A CUBE WITH A VIEW

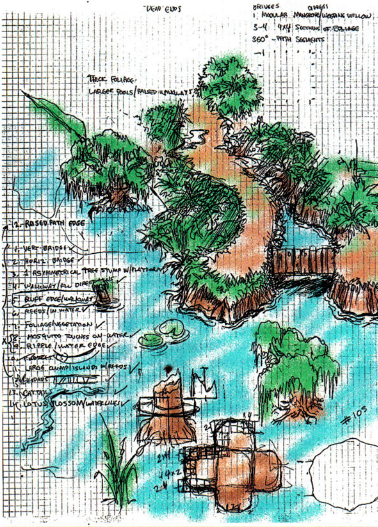
The world in which the Evermore characters move was created by Damon Conklin, Beau Folsom, Kevin Pun, and Clayton Kauzlaric. Remarkably, all the areas of the game shared the same overall style and look. Were these guys clones or what? Damon assured us that the answer wasn't quite that dramatic. "First off, Square has a tradition in its graphics. Secret of Mana kind of set the stage. Then there's Daniel giving us all direction, and we have to share lots of elements." Video game artists don't have the freedom to create just anything. The limitations of memory, even at 24 megabits, places restrictions on the artists. A large rock, for instance, may have been designed by Damon, but the other artists use the same rock in appropriate places on their maps. Symmetrical objects get split down the middle as a means of saving memory. After half of an object is drawn on the screen, it is flipped and drawn again beside the original half to give the appearance of an entire object. Still, we're talking about a lot of art. The Marketplace contains 230 tile characters with which Clayton has constructed booths, piles of wares, cages and crates, and even people. He wanted the Marketplace to look crowded, so special non-sprite characters, like a juggler who's too busy to talk ("can't talk...busy...juggling), were placed throughout. Evermore will feature four worlds with 40 separate areas, and each area may reach up to 30 screens in size.

DEBA-BELIZED

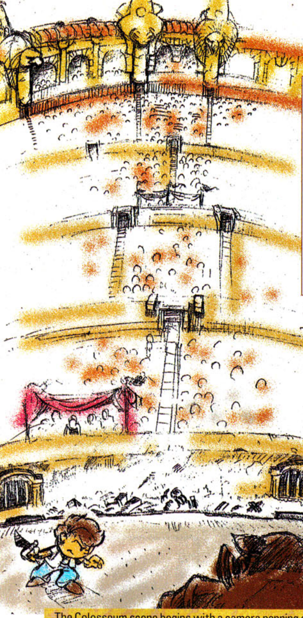
Some of the most dramatic objects and characters in the game were created by Brad Clarkson using a Silicon Graphics workstation and Alias software rendering tools. The process begins with Daniel's conceptual art, but Brad must imagine the two-dimensional picture in three dimensions. His background in designing airplane parts with CAD programs helps. After creating a grid image, he renders the object using special textures. Surprisingly, Brad says that the rougher textures turn out best. "I mean, after we debabelize them." Debabelize? "The debabelizer reduces the millions of colors used in the SGI rendering down to the palette size of the Super NES," Brad explained, and in the same breath he added, "This is a lot more fun than designing airplane bathrooms." Some of the incredible renderings for Evermore include boss characters like the Lava Machine, the Serpent Sphinx and the Trojan Dog. They also include objects as small as 16 x 16 pixels, like the torches in caves.

THE SAGE OF EVERMORE

Art isn't everything, of course. You have to put it all together. The Evermore team accomplishes that using Square's Amazing Graphical Editor, or SAGE. Brian Fehdrau and his team of software engineers created SAGE from scratch. Unlike many development projects in which all the finished pieces are handed to the programmers, who then put the game together, SAGE allows the artists and designers direct access to the game. SAGE is an all-in-one tool, meaning that art, animation, sound and game commands can be pieced together in a simple Macintosh point-and-click


"DEAD" ENDS
BRIDGES
1 MODULAR MANGROVE/WEEPING WILLOW
3-4 4X4 SECTIONS OF FOLIAGE
360° - PATH SEGMENTS
THICK FOLIAGE
LARGER POOLS/RAISED WALKWAYS?
12. RAISED PATH EDGE
1. VERT BRIDGE ✓
2. HORIZ. BRIDGE ✓
3. 1 ASYMMETRICAL TREE STUMP W/PLATFORM ✓
4. WALKWAY/ALL DIRECTIONS ✓
5. BLUFF EDGE/WALKWAY
6. REEDS/IN WATER ✓
7. FOLIAGE/VEGETATION ✓
8. MOSQUITO TOUCHES ON WATER ✓
9. RIPPLE/WATER EDGE ✓
10. FLOWERS
11. LARGE CLUMP/ISLANDS W/REEDS ✓
12. LILYPADS ✓
13. CATTAILS ✓
14. LOTUS BLOSSOM/WATERLILIES ✓
2x4
4x2
2x4
#105

Clayton began work on his swamp background map by sketching out many of the elements that would be used. His notes indicate the depth of detail, from mosquitos on the water to the directions characters can walk along the bridges.



The Colosseum scene begins with a camera panning down over the audience until it reaches the area floor where you will fight the champion.

Doug Smith welcomed the Epic Center to Square's development office, then led us down the hall to meet Daniel Dociu in his room of magical images.

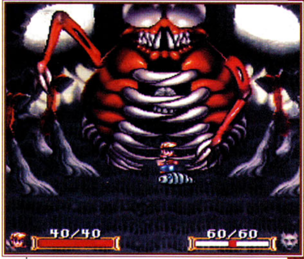
interface. Not only is SAGE easy to use, but it is very powerful. When hooked up to a Nintendo development system through another Square innovation, artists can work directly off a TV monitor. Since computer monitor colors can vary greatly from TV monitors, this direct access means that artists can easily adjust their colors and get the most out of the Super NES.

SOULE MUSIC

Jeremy Soule, the composer of Evermore's music and sound effects, also has his computer plugged into a Super NES emulator in order to hear what the game really sounds like. In addition to using Wolfgang, a commercial sound development tool, Jeremy uses special Square tools that allow sounds to track the movement of a character on screen using left/right pan fades. Although Jeremy's background is in orchestral arrangement and composing, he has quickly become a fan of the Super NES. "This is going to sound like an endorsement," he told us, "but you can do things on the Super NES that you can't do on $2600 synthesizers." What he has done is remarkable. The music and effects are some of the best we've heard. And where do the effects come from? "Everywhere." At the moment we could hear the sound of dripping water mingled with ominous jungle sounds. "That's actually Square's leaky sink," he pointed out.

S.I.G.I.L. & GEORGE

George "the Mad King" Sinfield gathers the elements and puts them together in playable form. George's scripting of Evermore puts to use his many years of gaming knowledge gathered from working at such places as Nintendo and T*HQ. George places the active elements on finished backgrounds using a high-level programming language called SIGIL or Square Interpreted Game Intelligence Language, which Brian Fehdrau created along with SAGE. With SIGIL, George places Walk Buttons and Hot Boxes that call for text, animation, sounds or other events to be carried out. As in all the other steps of creating Evermore, it seems that here, too, improvisation rules. "We find that we need things that we didn't expect," says George. "For instance, here at the cliffs, I'm going to have to request a new falling animation for the dog. A lot of the time you can't tell what you'll need until you see it in front of you." But George isn't alone putting the final play features into the game. Jeff Petkau designs the artificial intelligence that controls how enemy characters attack and James Gillis places the random baddies in the game so that even George is often surprised when a creature leaps on him from the bushes.



And so the dedicated Evermore development team slaves late into the night, even eating dinner at the office, risking insomnia and indigestion in order to bring you what will surely be one of the major adventure games of the year. We can't wait.

STRATEGY

A lost adventurer can quickly become lunch for some of the local beasts. Stay alive with Epic Center Strategies!

Brandish™

The unusual view and play of Brandish can leave an inexperienced adventurer lost in short order. Now you can keep yourself on track with the help of these awesome maps!

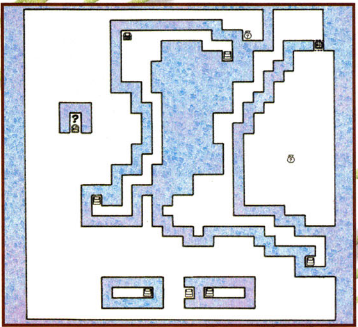
KEY

When following these maps use the key to help find your way. Because the action screen in Brandish rotates around the player, it can be tricky to follow a map. Always keep in mind that the tops of the maps face north. If you need to find your location on the map, turn until the compass arrow at the top of the action screen points up, then compare the map to the landmarks on your screen.

ϟ Break in the wall	≈ Healing Spring	☰ Stairs
■ Pit	? Item	⚔ Weapon Shop
Door	★ Magic Shop	☐ Floor Trigger ☒ Floor Trap
Item Shop	Treasure Chest	▼ Wall Switch

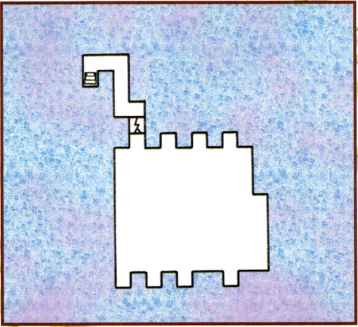
RUINS - BF 1

There are several different ways to fall into the basement. Depending on which area of the ruins you fall from, you may end up in a different area of the basement. If you can't reach all of the corridors in this area, try falling into pits from other areas. The doorway in the northeast corner of the map won't appear unless you fall into the basement from Area 3.

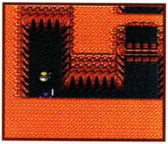


RUINS - BF 2

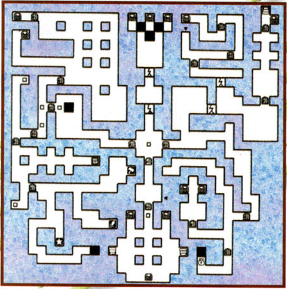
You'll fall into this small area of the basement if you take a wrong step in the central room in Area 2. Although there doesn't appear to be any escape from this room, you can break your way through the wall in the northwest corner. If you don't happen to have a Sledgehammer with you, search the bodies that are lying around the room.



RUINS - AREA 1

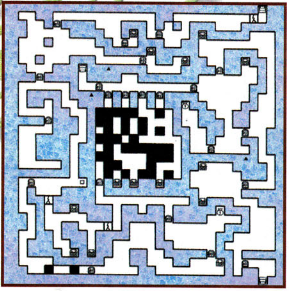


The locked door in this area will prove to be your biggest obstacle. If you locate the Master Keys in the southeast corner you can open many of the locked doors without any problems. After you find the keys, work your way to the northwest corner of the map. There you will find some free Sledgehammers.



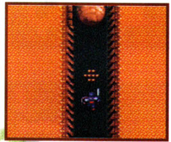
RUINS - AREA 2

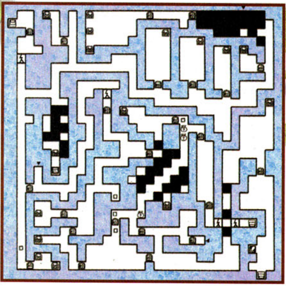
You'll need to find the Skull Key in the eastern area of this maze, before you can continue towards the exit. You'll also need to successfully traverse the room full of pits before you can escape. If you've found the Steel Balls, you can throw them in front of you to find out if the floor will hold your weight. If you make a mistake, see the map of BF2 after you land in the Basement.



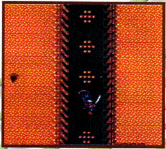
RUINS - AREA 3

There are two tricky spots in this area: the boulder in the southwest corner and the pit room in the northeast. To avoid the boulder, turn around and walk backwards onto the switch, then run down the hall. You can close the pits by shooting the wall switch with Fire Magic.

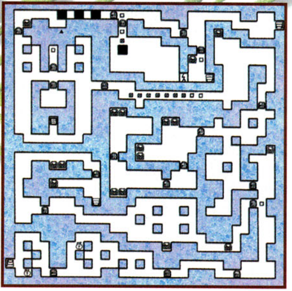




RUINS - AREA 4

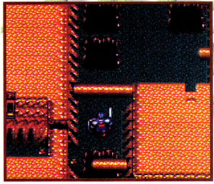


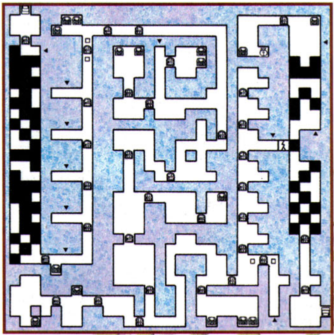
In the central area of Area 4 you'll find a long string of switches on the floor. When you enter the room, stand by the west wall, face east and walk across the first eight switches. When the boulder starts rolling at you, run backwards and hide in the nearby alcove, letting the boulder roll by.



RUINS - AREA 5

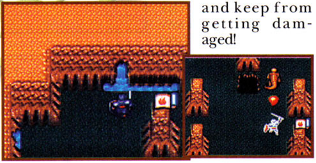
Area 5 is arguably the toughest area in the entire ruins. The sliding pole rooms have frustrated more players than can be counted. When you reach the first pole room, stand in the doorway and jump into the first hole, then face east and jump back out of the hole. Work your way through the rest of the room by jumping over the sliding poles onto the safe spots that have been placed throughout the area. Once you've escaped this room, it's smooth sailing... until the next sliding pole room.

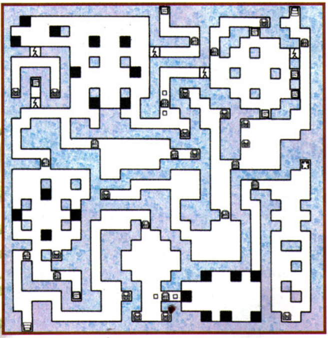




RUINS - AREA 6

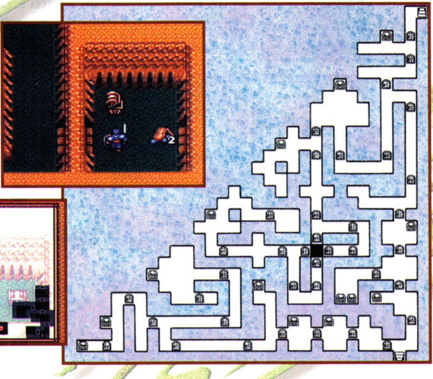
You can't rest while you're in this area, so you'll want to keep track of any of the Health Fountains that you find. Use the Fire Magic rather than your sword to attack the enemies. It lets you hit them from a distance and keep from getting damaged!

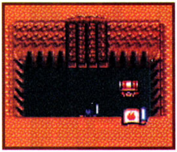


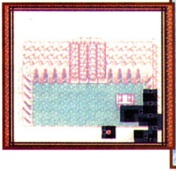


RUINS - AREA 7

Area 7 is full of teleporters. You can be walking, and all of a sudden you appear in a new part of the area. If you suspect that you've teleported, quickly look at your map to regain your bearings. Even if you know where the teleport spots are, it won't do you any good to try to jump over them--you'll still be teleported. Leaving the treasure chests open after you find them can also help prevent you from walking in circles. If the chest is open, you've already been there!

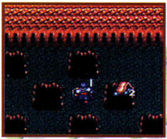


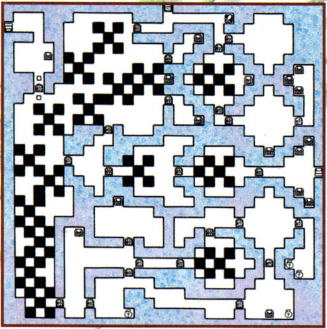




RUINS - AREA 8

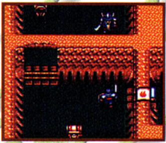
Pits are everywhere in this area! If you don't tread carefully, you'll find yourself lost deep in the dungeon. If you don't have any Steel Balls, try holding the L or R Button, then press the Y Button to look carefully at the spot directly in front of you. While it may seem time consuming, it'll save you a lot of trouble. If you find yourself getting low on hit points, you can rest by holding the L and R Buttons at the same time.

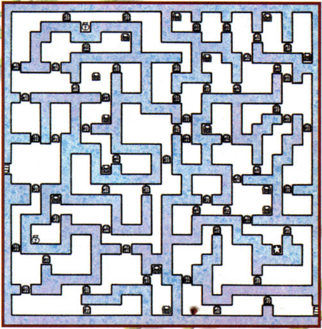




RUINS - AREA 9

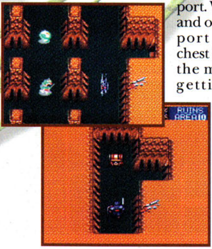
There are no keys in this level, so the only thing you need to worry about is successfully maneuvering your way through the maze. Keep track of your location on the map and work your way to the exit. If you have the cash, you might want to stop by the Magic Shop on this level and stock up on some powerful new

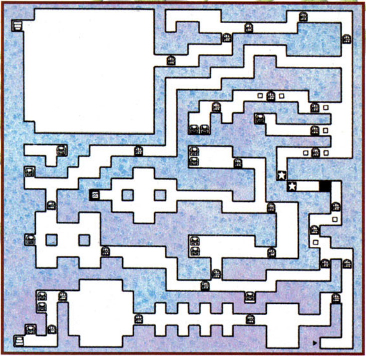




RUINS - AREA 10

As you enter Area 10, you'll face a room full of teleporters. To make it through the room and find the first key, walk one step east from where you entered the level, then walk south nine steps. Now if you walk east two steps, you'll teleport. Walk one step south and one step west to teleport again. Open the chest in this room to find the missing key. After getting the key, walk back to the teleporter to go back to the main room and work your way back to the door.





THE SPORTS SCENE

PICKING A WINNER

LOU Z. BALL

This month's Sports Scene adds even more titles to familiar Super NES sports categories. Some of the titles add a new spin to a familiar game, like Culture Soft's Super Baseball Simulator 1.000 2 while others go beyond previous games in graphic reality or play, as in the case of Konami's International Superstar Soccer. The big question is, which game of the dozens available for each sport is best for you? Sports Scene can help by comparing new titles to old ones. Check the reviews our overall opinion of the game's playability, then try out the game before you buy.

MADDEN '95 PAGE 13

The Madden series of football games keeps getting better every year. This month's focus zooms in on some of the strategies that will make you a winner.

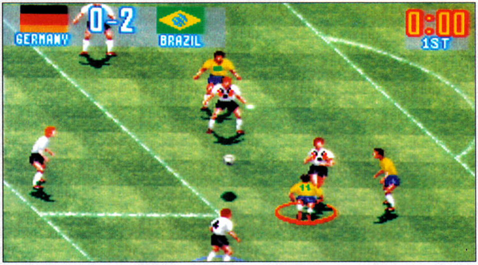
BASEBALL WRAP PAGE 14

The new baseball season gets underway with two sequels and one all-new game. We also rate them against the releases from last year.

NCAA HOOPS PAGE 17

Mindscape ventures into the world of collegiate athletics for the second time with NCAA Basketaball Final Four. Does this game make it into our top four or not?

SUPERSTAR SOCCER



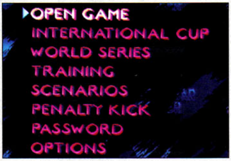
By Konami

Buffalo Grove, IL—Konami may not have made it to the starting gate last summer during World Cup fever, but **International Superstar Soccer** should still find a place in the record books. Like its name suggests, Superstar Soccer delivers dazzling performance. The excellent animation of player moves, realistic play control and a host of options put Superstar on top.

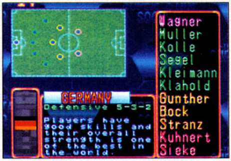
> **"...excellent animation of player moves, realistic play control and a host of options..."**

Some of the appeal of the graphics comes from the large size of players on the pitch. You can see what the active player is doing at every moment and you can anticipate what his teammates will do. Being able to anticipate moves made by computer controlled opponents gives you a sense of real teamwork.

As for options, Konami included the standard "Cup" and a World Series. The Scenario option (similar to the option in NFL Quarterback Club) puts you in a match at a critical point—a great choice when you don't have lots of time to play. If you like realistic soccer, this game should be on your list.



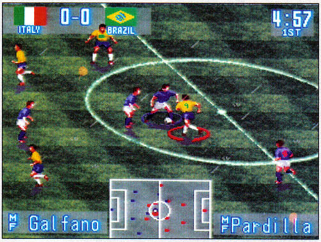
▸OPEN GAME
INTERNATIONAL CUP
WORLD SERIES
TRAINING
SCENARIOS
PENALTY KICK
PASSWORD
OPTIONS



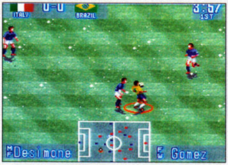
GERMANY
Defensive 5-3-2
Players have good skills and their overall strength is one of the best in the world.

Wagner
Muller
Kolle
Segel
Kleimann
Klahold
Gunther
Bock
Stranz
Kuhnert
Sieke

HEADING FOR ACTION



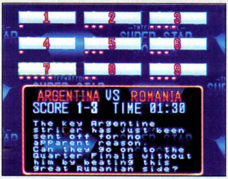
Konami packed International Superstar Soccer full of options, but they also packed it full of fun. As either a one-player or two-player game, Superstar outperforms the competition. FIFA International Soccer has the multi-player option that allows four hooligans to have a kick at the same time, which is a great plus. With Superstar, however, you have simpler control functions, more realistic animation and even better play control. That's really saying something since FIFA is an excellent game in its own right.



One of the best features of Superstar may be the least visible feature on the screen. As you move up and down the field with your active player, the radar screen displays colored dots designating the locations of your players. The radar concept is nothing new, but Konami's version may be the best example in any sports game. One swift glance at the radar reveals the position of teammates to whom you should pass the ball or other players who are guarded closely by your opponents. The graphics of the radar stand out from the field clearly enough to be seen even out of the corner of your eye and they track the movement of all players on the pitch with absolute accuracy—accuracy you can count on to make multiple passes or set up a scoring shot. It's like having super peripheral vision that takes in the whole field.

> **"The moves look great, too: headers, bicycle kicks, fancy dribbling, sliding tackles."**

When playing Superstar, keep in mind that the 26 international teams have the strengths and weaknesses of the real squads. You'll recognize the strategies and techniques from last year's World Cup teams in their video counterparts. For instance, if you want the best team possible, choose Germany, Brazil or Italy. If you want more of a challenge, choose Russia or Korea. The tactics screen may look limiting since it offers only five choices, but the formations are all fluid. Players react quickly to new situations, and the AI is excellent. Players move appropriately to receive passes or score. The moves look great, too: headers, bicycle kicks, fancy dribbling, sliding tackles. You can even knock over sports photographers on the side of the field. Now that's fun.

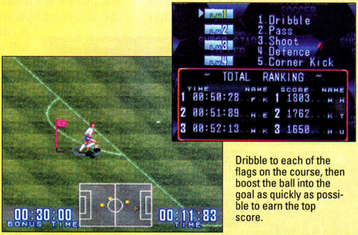


ARGENTINA VS ROMANIA
SCORE 1-3 TIME 01:30

The key Argentine striker has just been sent off for no apparent reason. Can they go on to the Quarter Finals without him by beating this great Rumanian side?

IN TRAINING

The Training mode of International Superstar Soccer goes beyond just teaching the basics. It can stand alone as a fun play. While challenging you to improve your skills in five critical areas of the game—dribbling, passing, shooting, defending and making corner kicks—the Trainer awards points for your performance. Four levels of experience must be conquered, with tough opposition from the computer players at the higher levels. By the time you break the preset record on the fourth level, you'll be a real soccer superstar.

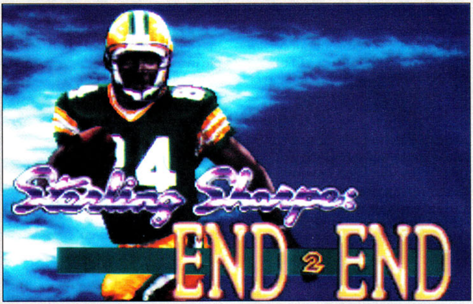


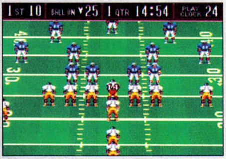
```
~ TOTAL  RANKING ~
  TIME        NAME   SCORE    NAME
1 00:50:28.. F.K  1 1803... M.H
2 00:51:89.. H.E  2 1762... K.T
3 00:52:13.. M.K  3 1650... H.U
```

Dribble to each of the flags on the course, then boost the ball into the goal as quickly as possible to earn the top score.

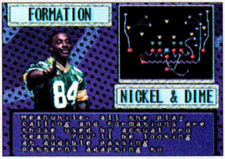
HOW SHARP IS STERLING?

By Jaleco


14
Sterling Sharpe's
END 2 END

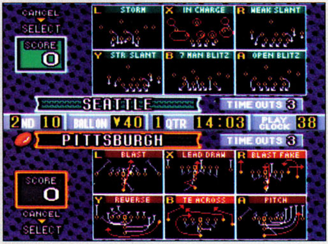

1ST 10 BALL ON ▼25 1 QTR 14:54 PLAY CLOCK 24

Wheeling, IL—One of the premier wide receivers in the NFL puts his name on the line with Jaleco's first football title, **Sterling Sharpe's End 2 End.** As you might guess, the designers emphasized the passing game in this four-player Pak, but you'll find the full range of football plays on both offense and defense. Play selection uses a process similar to that of Madden '95 and previous Madden games. You begin by choosing a formation like Pro Set, then choose from the plays that can be run from that formation. Defense works the same way, and in the case of both offense and defense, you can call an audible at the line of scrimmage. End 2 End also lets the defensive player choose control of different players by tapping the A Button. Overall play control speed feels realistic. The graphics look sharp for a game that has been packed into a skimpy eight megabit Pak, which may also mean a lower retail price All that sounds pretty good, but End 2 End drops the ball when it comes to some other features. Play modes are limited to End 2 End for head-to-head clashes, a Play-off tournament and an All-Star game between the All American and All National squads, which is pointless since the game doesn't include any real football players except Sharpe himself. Sound during play might best be described as the howl of wind over a microphone.


FORMATION
84
NICKEL & DIME

Meanwhile, all the play calling and formations are those used by actual pro teams. You'll be looking at audible passing patterns adapting to

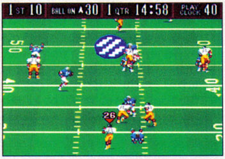
Passers will find the controls to be simple. The A Button hikes the ball from center and a second tap of the A Button shows the receivers' designation letters at the same time that the perspective on the field zooms back to show a much larger area. For the offense it's great, but on defense, it can be difficult to tell where the play is going. When you switch to the active defender, you might not see which player you control until he's off and running.


CANCEL
SELECT
SCORE
0
L STORM
X IN CHARGE
R WEAK SLANT
Y STR SLANT
B 7 MAN BLITZ
A OPEN BLITZ
SEATTLE
TIME OUTS 3
2ND 10 BALL ON ▼40 1 QTR 14:03 PLAY CLOCK 38
PITTSBURGH
TIME OUTS 3
L BLAST
X LEAD DRAW
R BLAST FAKE
Y REVERSE
B TE ACROSS
A PITCH
SCORE
0
CANCEL
SELECT

Teams do seem to excel in the same areas as their NFL counterparts. Jaleco includes both Jacksonville and Carolina, but since this game received its final touches before the expansion draft, there's no way to tell how realistic the teams will turn out to be.

> **"End 2 End delivers solid two-player or multi-player action with easy-to-learn play control."**

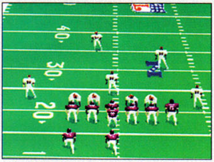
End 2 End delivers solid multi-player action. The stats are impressive, Instant Replay reveals good AI for computer controlled players, but the game leaves out many features like substitutions, a league schedule, and scenarios. In the end, it's not in the same class as Madden '95 from EA Sports or Acclaim's NFL Quarterback Club.


1ST 10 BALL ON ▲30 1 QTR 14:58 PLAY CLOCK 40
26

SPORTS SCENE SPECIAL

MADDEN '95

Now, it's time to hit the field and bang heads. This month we'll share some winning strategies that you can use in Madden '95. The two boxes below reveal tips that work in many situations, but the best tip of all is to practice and to use the teams that execute best. There's a good reason for boning up on your Madden skills, too, because the Super NES XBand Modem from Catapult, due for release this summer, will let you challenge players all over the country.



BEST PICKS

THE CHAMPS

San Francisco 49ers—The current NFL champs have virtually no weaknesses. This means that the AI executes player movement just as it is drawn in the playbook in most cases.

LONE STARS

Dallas Cowboys—The Cowboys have so many strengths that you might wonder why they're number two. Strong passing and a crushing defense may even make the 49ers into believers.

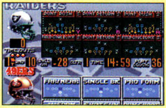
PURPLE POWER

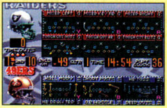
Minnesota Vikings—You might not have guessed this one, but if you play with the Vikings you'll see how powerful they are in most areas. The running game is their one weakness.

ON OFFENSE

READ THE DEFENSE

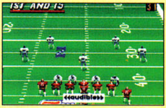
The most useful offensive skill you can learn is reading the defense and adjusting to it. In this scenario, the 49ers choose to run the halfback draw trap, but when they get to the line they find the Raiders sitting over the hole.

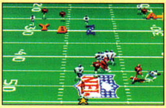




CALL THE AUDIBLE

Don't panic! Call the audible at the line for a deep pass route. The Raiders, stuffed up in the middle, will be outmanned on the flanks by four receivers going long. In general, deep passes on the outside are the best bet in Madden '95. Crossing patterns and hooks are risky. Running the ball can be brutal.

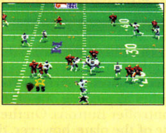




ON DEFENSE

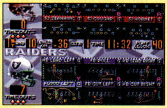
THE SACK MACHINE

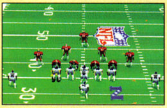
The best "D" results in loss—loss of yards, loss of downs, loss of the ball and loss of self-respect for your opponent. The key word is Blitz!

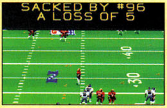


TOUGH GUYS

The AI in Madden '95 is good, but it doesn't expect certain types of behavior. For one thing, the computer doesn't expect you to blitz with the Tough Guy Blitz on virtually every down. This short yardage defensive scheme can be burned by deep passes, but in most cases you'll down the QB long before he can throw the ball.



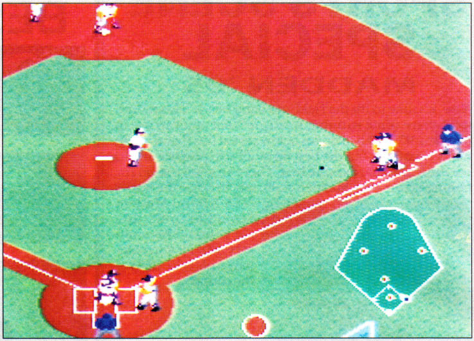


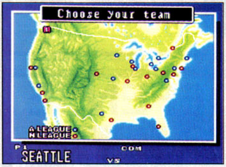


BASES LOADED AGAIN

By Jaleco

Wheeling, IL—**Super Bases Loaded 3**—License To Steal is full of give and take. It features licenses from the MLBPA and Stats Inc., which means you get to play with real major leaguers. Great. But their skills are based on stats from 1993. On the plus side, SBL3 delivers realistic pitching. For each pitcher you can select from their four best pitches by pushing one of the four Controller Buttons. On the other side of the plate, however, the distant perspective of your batter makes judging your swing awkward. Placement of the ball becomes a matter of choosing a direction on the Controller and accurate placement is difficult. If you're used to a game like Ken Griffey Jr. Presents Major League Baseball or MLBPA Baseball where hitting feels very natural, the lack of control in SBL3 may make this game feel incomplete.





SUN STRIKER
SZL-3000

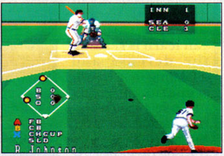
zoom 300mm

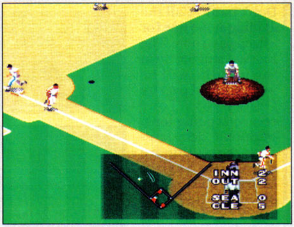
STRIKE ZONE
outside curve 92%
SWING!!!

Call the pitch before it's thrown with Sun Striker telephoto shades. A perfect gift for fans, batters or umps!

Players may combat some of the awkward feel of the defense by customizing the on-field play. If you choose automatic settings for fielding, batting and running, the computer responds well. On the other hand, be prepared to chase balls if you opt for the Manual setting. The problem once again is the perspective, which switches from behind the pitcher to behind the plate after a hit. The defensive player must completely reorient himself to a new scene, find the ball, and move his closest defensive player toward it. Most baseball games have chosen the behind-the-plate perspective to avoid this sort of view-switching problem.

Bases Loaded 3 looks nice on the screen, and the controls, although often difficult, are not impossible. If you use the Auto fielding option, you'll have some fun. Players play an entire season (something you couldn't do in the original Super Bases Loaded) or a championship series. You'll also find an MVP game and an exhibition game for two-players. But in the end, although the game may have the "license to steal," it isn't one.

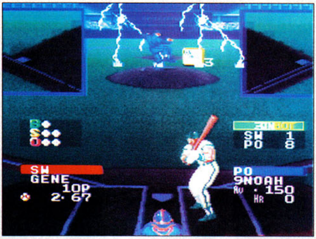




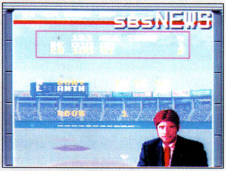
BASEBALL SIMULATOR RETURNS

By Culture Brain

Redmond, WA—The next sequel of the season comes from Culture Brain. **Super Baseball Simulator 1.000 2** differs from virtually every other Super NES baseball game due to the super powers of its Ultra League players. This is fantasy baseball with a difference. Your players can bring down lighting from above and turn pitches into a buzzing mass of baseballs. Or a batter can call up his super power to gain base running speed. Baseball 2020 with its robots and other super teams is the only game remotely like it on this planet.

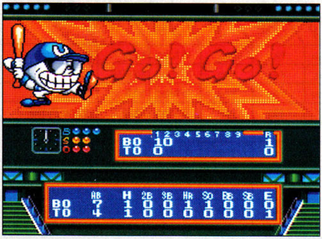


On the field, most of the play seems realistic. The game uses a standard view and the field holds no surprises like those in Baseball 2020. The game has an arcade feel due to the wild animations of the power plays and the messages that pop up on the diamond-vision board. Baseball Sim 2 also gives players good control. Whereas batters can't move in the box in Super Bases Loaded 3, in Baseball Sim 2 you have full movement. You can also set the difficulty level at one of the three positions from Standard to Expert. On defense, players seem to move slowly, but you have the option to change their positions on the field, to play close or deep depending on the situation. Most base runners also seem to move at tortoise speeds, which makes taking extra bases a risky business. The speed of the ball in the outfield also seems to vary at times for no known reason.



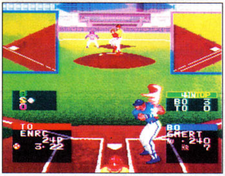
The big difference between Baseball Sim 2 and all of its competitors has to be the power play option. You activate the player's power on the mound or at the plate with the X Button plus any pitch or hit Button. Some part of the view changes and the player performs his incredible feat...sometimes. A power pitch or hit can still be a flop. In the Ultra League, you also have super fielding abilities like the Rocket Jump, Super Slide or Hyper Throw. Sometimes the power move takes on the form of super speed for the runner. The graphics during the power moves can be as simple as changing the look of the ball to dramatic setting shifts into outer space where a cosmic pitcher takes on an orbital batter.

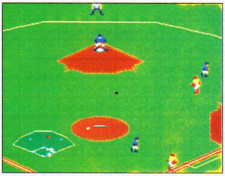
> **"The game has an arcade feel due to the wild animations..."**



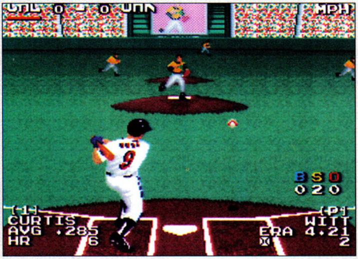
Baseball Sim 2 lacks some features that have become standard in other baseball games. Virtually no suggestion of Major League Baseball can be found. Two of the six team leagues are based on major league cities. The Ultra League—the third division—is a fantasy creation. You can also create your own Original League. The team and player editing functions in Baseball Sim 2 give it yet another difference. If you've ever wanted to field a team of awesome players, here's your chance.

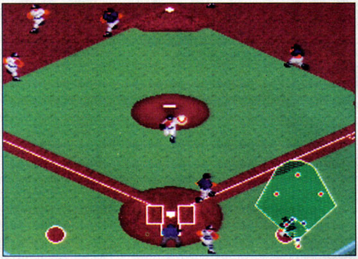
The Japanese design team combined two of that nation's pop culture pastimes—baseball and comic books—to create Super Baseball Simulator 1.000 2. The on-field play is nowhere near as realistic or solid as Ken Griffey Jr., MLBPA Baseball or Tecmo MLBPA Baseball, but it is unique and fun in its own right.





SPORTING NEWS PLAYS BALL





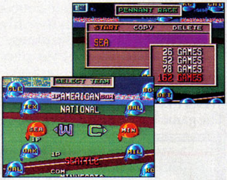
By Hudson Soft

San Francisco, CA—Hudson Soft enters the baseball world with **The Sporting News** Power Baseball—the first four-player baseball game for the Super NES. Therein lies the game's claim to fame. The multi-player option is great if you have a multi-player adapter and friends who like to get together for a game. The Sporting News Baseball also features good graphics with large characters, particularly at the pitching/hitting view. The play control for both hitters and pitchers won't confuse anyone. It's all standard one button stuff without much variety. The overhead fielding view shrinks the players and their movement can seem painfully slow, which is common in most baseball games. The game contains three levels of difficulty, but the AI remains fairly simple at all levels and the play on offense and defense is not nearly as realistic as in Ken Griffey Jr., MLBPA Baseball or Tecmo Baseball.

> **"...the first four-player baseball game for the Super NES."**

GRIFFEY
AVG .309
HR 45
HR

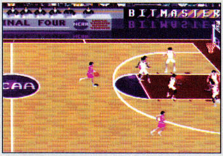
Hudson grabbed the MLBPA license to add Major League players' names to the rosters. You'll find season play, exhibition games for one to four players, a pennant race mode, an All-Star game and a Home Run derby. There's also a Watch option.

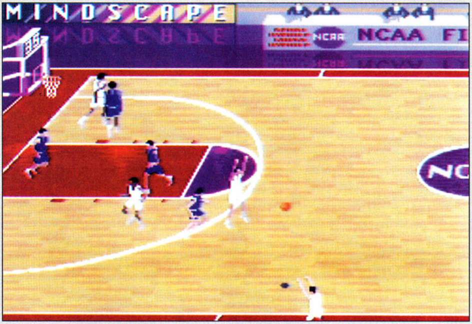


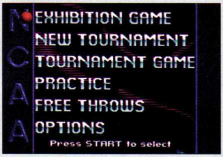
This game has a short learning curve, which makes it ideal for four players, because Hudson did a good job putting in the basics. If you're into realistic baseball action, however, The Sporting News may not have what you want.

BASEBALL SCORECARD	Batt/Pass	# of Teams	# of Stadiums	# Season Games	Current Stats	Team Edit	Memory Size	Major League License	View
ESPN Baseball Tonight	Pass.	28	1	Unknown	No	No	16 Meg	MLB	Home Plate
Hardball 3	Pass.	28	28	40,18,62	Yes	Yes	16 meg	MLBPA	Home Plate
Ken Griffey Jr. Presents Major League Baseball	Batt.	28	28	26, 72, 162	Yes	Yes	16 Meg	MLB	Home Plate
MLBPA Baseball	Pass.	28	2	7,162	No	No	8 Meg	MLBPA	Home Plate
Relief Pitcher	None	4	4	12	No	No	16 Meg	None	Home Plate
Super Baseball Simulator 1.000	Batt.	20	6	5, 15, 30, 165	Yes	Yes	4 Meg	None	Home Plate
Sporting News Power Baseball	Batt.	28	3	26, 52, 126	Yes	No	8 Meg	MLB	Home Plate
Super Bases Loaded 3	Batt.	28	3	162	Yes	No	16Meg	None	Behind Pitcher
Super Baseball Simulator 1.000 2	Batt.	18	6	162	No	Yes	16 Meg	BPA Stats	Home Plate
Tecmo Super Baseball	Batt.	28	3	162	Yes	Yes	16 meg	MLBPA	Mode 7

THE FINAL FOUR PLAYS HERE





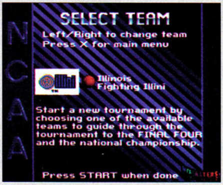


EXHIBITION GAME
NEW TOURNAMENT
TOURNAMENT GAME
PRACTICE
FREE THROWS
OPTIONS
Press START to select

By Mindscape

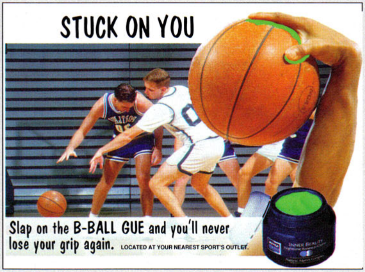
Novato, CA--The road to the final four isn't an easy one. NCAA Final Four Basketball from Mindscape began life with tremendous promise. The development teams at Bitmasters and in Mindscape's new 3-D studio created a rendered character set that allowed players on the court to move in realistic ways never seen before. Players pivot smoothly, turn around, pass the ball between their legs, etc. All of that is in the final version of the game, and it's something to appreciate for its finer technical points. But NCAA Final Four scores fewer points for playability. The biggest disappointment comes from the absence of any way to identify the active player--the player that you control. In virtually every contact sport video game, the designers have seen fit to place a star, circle or some other indicator showing which guy you control. The game also loses points for the slowness of play. The nice graphics slow down the action to an awkward pace. That's too bad. The NCAA's top schools are represented, which will be a draw for many fans. The game also includes realistic free throws, good instant replays, the full tournament, and exhibition games for up to four players. But if you're serious about basketball, look to EA Sports' NBA Live '95 for the ultimate hoop thrills, or NBA Jam Tournament Edition. And if you need a hit of the NCAA, hunt up a copy of Nintendo's NCAA Basketball with its remarkable Mode 7 perspective.

> **"The game also loses points for the slowness of play."**



SELECT TEAM
Left/Right to change team
Press X for main menu
Illinois
Fighting Illini
Start a new tournament by choosing one of the available teams to guide through the tournament to the FINAL FOUR and the national championship.
Press START when done

SELECT TEAM
Left/Right to change team
Press X for main menu
Illinois
Fighting Illini
Start a new tournament by choosing one of the available teams to guide through the tournament to the FINAL FOUR and the national championship.


STUCK ON YOU

Slap on the B-BALL GUE and you'll never lose your grip again. LOCATED AT YOUR NEAREST SPORT'S OUTLET.

The DREAM TEAM

THE PROJECT BECOMES REALITY

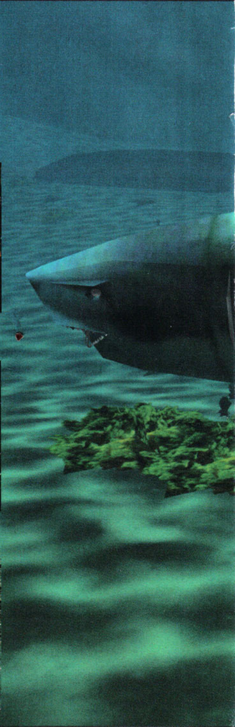
Less than two years ago, Nintendo of America and Silicon Graphics Inc. announced the beginning of a dream. Together they would build a video game system so advanced that it would rival the performance of the best computer graphics workstations. Even more staggering was the promise that the new, 64-bit video game system would cost less than $250 compared to the tens of thousands of dollars for high-end graphics computers. The "Project Reality" working title reflected the incredibly realistic nature of the graphics that would appear on the new system. The power of Silicon Graphics' technology would allow the most realistic animation and special effects ever seen on home televisions. Doubters said it couldn't be done, but Nintendo and Silicon Graphics knew that Project Reality would become a reality. The reality is this, the system will fulfill every promise made back in mid-1993 including the promise of revolutionary game graphics and a price of less than $250. The first games designed for use on the Nintendo Ultra 64 have been declared winners at the arcades. Killer Instinct and Cruis 'N USA have set a new standard for arcade games, but the NU 64 home system is even more powerful, capable of delivering even better animation and effects.

Courtesy of Alias

Courtesy of Aliasand Spectrum Holobyte. Star Trek: The Next Generation PC Game

PARADIGM
Simulation Inc.

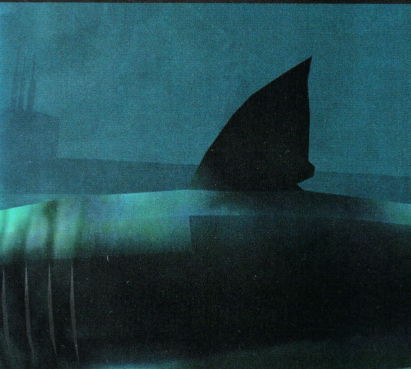
Courtesy of MultiGen



HARDWIRED

From the outset of the project, the goal has been to create the best video game platform ever imagined. The 64-bit processors from Silicon Graphics' subsidiary MIPS Technologies Inc. are at the heart of the system and promise to deliver the quality of the finest Hollywood special effects with the speed necessary for real-time game play. Combining those two elements has guided the engineers from day one. The decision to use MIPS processors, which require data to be delivered to the CPU (Central Processing Unit) and Graphics and Audio Processing Unit at super high speed, also determined the need for game data to be stored on ROM chips rather than CD-ROM disks. That in turn meant that a high speed connection had to be made between Game Paks and the processors, which led to the use of Rambus' breakthrough memory technology. The operating speed of the CPU at 100 megahertz makes the NU 64 faster by far than high-end personal computers, and the dedicated architecture of the system will deliver even greater graphics performance than the speed alone suggests. MIPS technology makes use of RISC (Reduced Instruction Set Computer) chips. The beauty of the RISC chip is that it breaks computing into simple tasks that can be calculated much faster than they could be with traditional processor designs. Since the major workload of creating complex graphics comes from recalculating pixel positions, the lightning-fast RISC chip is the perfect processor for software with tons of graphics.

Rambus has designed a custom bus for the NU 64 that runs at 500 Megahertz.



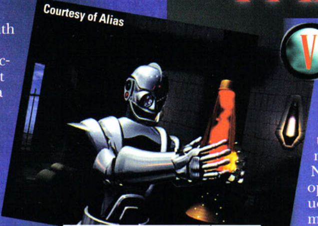
The Reality Co-processor is the name for the Graphics and Audio Processing Unit designed by Silicon Graphics for the NU 64. This Co-processor uses specialized techniques such as real-time anti-aliasing and tri-linear mip map interpolation for the creation of ultra realistic graphics. Anti-aliasing is a technique that eliminates the jagged edges of diagonal lines on a TV or computer monitor. The NU 64 performs anti-aliasing on all objects, no matter where they appear in the 3-D space of the scene. As an object scales larger, its edges remain smooth and realistic looking. Tri-linear mip map interpolation also works in real-time on the NU 64, eliminating the effect of exaggerated pixelation, a problem that is very common when objects are scaled to large proportions. With Tri-linear mip map interpolation, the close-up surface always looks realistic without any of that blocky effect. These types of functions are carried out almost

The Rambus Tiger Team

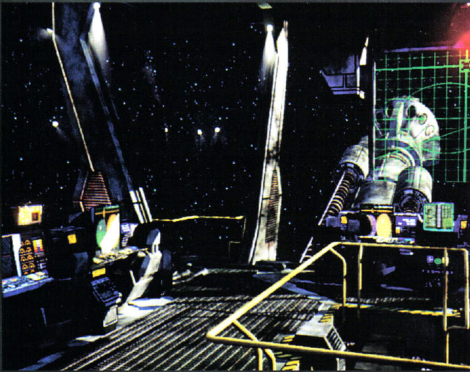
Courtesy of Silicon Graphics

instantaneously by the NU 64's Graphics and Audio Processing Unit, whereas most computers must make lengthy calculations to achieve the effects, and even then the effect may only occur in limited areas of the picture. The final effect is dramatic—smooth, realistic looking objects that can move through space at high speed. Unless you spend tens of thousands of dollars, the only place you'll be able to see effects like these is on the NU 64.

To make use of the advanced graphics in the NU 64 system, Nintendo needed an extremely fast delivery system for the game data characteristic of a Game Pak. Nintendo Ultra 64 Game Paks, using sophisticated compression techniques, will pack at least 100 megabits of data onto 32 megabits of ROM chips. That's at the low end, but even then the amount of memory is many times greater than the largest games for the Super NES, and high-end memory configurations may well take NU 64 games into the lofty realm of 800 megabits. Zipping all that information from the Game Pak to the CPU won't be a problem, either, because of the Rambus. The Tiger Team at Rambus has been working closely with Nintendo to customize the architecture of the bus that delivers game data to the CPU and from the Controller. It has achieved remarkable speeds of 500 megabytes per second in data transfer using innovative circuit and board designs. According to Rambus, its custom bus designs will set a new high end standard in the computer industry. The end result of using ROM chips rather than CD-ROM disks will be that the Nintendo Ultra 64 will have access speeds many times faster than competing CD-ROM-based platforms. This hardware is absolutely remarkable, but no video game hardware stands alone. The games must be up to the same standard.


Courtesy of Alias

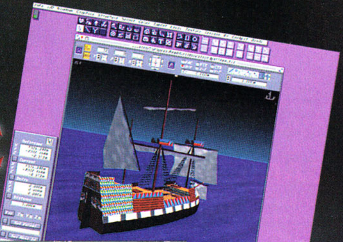
Courtesy of MultiGen

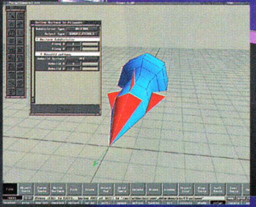

Courtesy of Alias and Origin Systems

TOOLS OF THE TRADE

Video games don't just drop out of the sky once you have a new hardware platform. You have to create them, and to create the awesome graphics and animation that can run on the Nintendo Ultra 64, you need the best tools possible. The development materials being used by Nintendo's exclusive software development partners include several products designed expressly for SGI machines and users. Alias and MultiGen create tools with which artists and animators can realize their wildest dreams. From rendering 3-D images to creating fully integrated scenes full of the complexities of shadows and textured surfaces, Alias provides the tools to create images and animations that will dazzle players with their depth, subtlety and realistic appearance. Simulating realistic movement in a real-time, 3-D world requires the sophisticated tools provided by MultiGen. Its software makes it easy to model real systems, like the movement of boats through the water, or the interaction between objects. Software Creations has long been recognized as one of the top developers of video game sound and music. Sound Tool for the NU 64 will put refined techniques in the hands of all NU 64 composers.

AN EXCLUSIVE CLUB





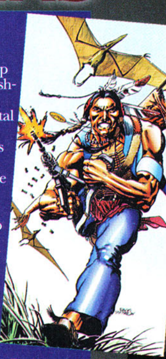
The first games to be released for the Nintendo Ultra 64 will appear only on that platform. You won't see watered-down versions on other video game systems. Nintendo of America has been busy creating exclusive relationships with top publishers and developers so that NU 64 buyers will have the best library of games possible. These partners have received early development help from Nintendo and SGI so they could begin work on their games immediately.

Alias and MultiGen software is the beginning of the magic

THE PLAYERS

ACCLAIM

Acclaim climbed to the top of the video game publishing mountain on the strength of mega hits such as Mortal Kombat II and NBA Jam Tournament Edition. Acclaim has begun working on its first exclusive title for the NU 64, Turok: The Dinosaur Hunter from Valiant comics. Acclaim will make use of its Advanced Technologies group and award-winning motion-capture technology in the creation of this action adventure. The developers also plan to use a new tetherless, optical motion capture process. The story is sort of a Back to the Future/Jurassic Park theme: Turok returns to the 20th Century, but he brings the dinos with him!



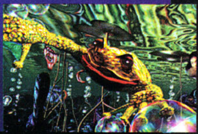
Turok courtesy of Acclaim and Valiant Comics

ALIAS

Based in Toronto, Ontario, Alias is one of the leading 3-D graphics software tool developers for SGI machines. Their products include PowerAnimator™ and CharacterBuilder™, which are used to create advanced graphics for use in video games and other fields such as movie special effects. Alias will soon merge with SGI and Wavefront, another high-end graphics tool developer. Alias' tools are being used by the exclusive software developers for the Nintendo Ultra 64 and will be part of the development kit that all publishers and developers will use in the future.

ANGEL STUDIOS

Angel Studios made a splash in Hollywood with the incredible special effects they created for The Lawnmower Man and Peter Gabriel's MindBlender. Now, Angel turns its artistic and creative focus on the NU 64. The title of the game now under development for the Nintendo Ultra 64 hasn't been released.



Courtesy of Angel Studios. Peter Gabriel's MindBlender 1993

ANGEL STUDIOS

DMA

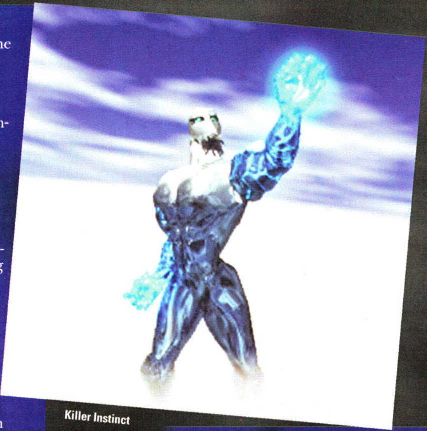
This Scottish game developer gained fame for creating the award-winning Lemmings games and Uniracers for the Super NES. Its first NU 64 title is under development. You can bet that it will feature innovative game play, creative graphics and a wicked sense of humor.

GAMETEK

Recent acquisitions of top computer development talent put GameTek in the chase for an exclusive NU 64 game. That game turns out to be based on the futuristic Robotech license, featuring morphing vehicles in a dramatic sci-fi setting.

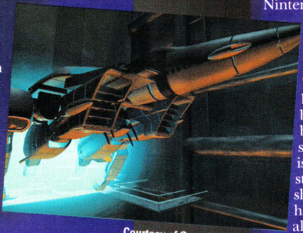
MULTIGEN

MultiGen's modeling tools for 3-D simulation give developers a means of linking images to simulation models that describe complex movement in a 3-D environment. Making use of a visual database that specifies attributes for each object in a simulated model, MultiGen's tools like OpenFlight™ allow for realistic animation in a 3-D world and are part of the NU 64 development kit.


Killer Instinct

NINTENDO

More than 100 years ago, Nintendo opened up shop in Japan, manufacturing Hanafuda playing cards. In the 1980s, Nintendo turned first to arcade games and then to home video games, becoming the number one video game company in the world. Nintendo's reputation for creating the best hardware platforms for home video games dates back to the 8-bit NES, introduced in 1985. The 16-bit Super NES followed in 1991 and has proven to be the best-designed and most versatile video game platform to date. Nintendo engineers in Kyoto are responsible for creating the NU 64 while Shigeru Miyamoto's development group at EAD (Entertainment, Analysis and Development) works on some of the first Nintendo games for the system. Nintendo will also be bringing two hot arcade titles—Cruis 'N USA and Killer Instinct—to the NU 64 bash.


Courtesy of GameTek

Crusi'N USA

PARADIGM

Long known as the leader in realistic flight simulations, Paradigm enters the mass market working on a project with Nintendo's most famous game designer, Shigeru Miyamoto, the maker of Mario and Zelda.

RAMBUS

The Rambus technology may well become the future standard for data buses in computers of all kinds. A bus is basically a gateway between a source of data and the CPU. If a bus is too slow or too narrow, the data stream is choked and processing slows down. The designers at Rambus have created a special architecture to allow for a wide, extremely fast bus for the NU 64.

RARE

With the unprecedented success of Donkey Kong Country, Rare has risen to the top of the video game development world. Its first NU 64 title for Nintendo, Killer Instinct, has already become an arcade phenomenon. KI will be only the first of many new games from Rare.

SIERRA ONLINE

One of the newest exclusive partners, Sierra Online pioneered online computer gaming. It also excels at flight simulations like Red Baron. The Nintendo Ultra 64 version of this WWI dogfight simulation will make use of Sierra's legendary gaming expertise.

SILICON GRAPHICS

Silicon Graphics Inc. stands at the pinnacle of the computer graphics world. Its product line includes desktop systems such as the Indy at the low end up to the POWER Challenge super computers at the high end. Based in Mountain View, CA. Silicon Graphics provides systems to companies like Industrial Light & Magic, which creates special effects for many blockbuster motion pictures, and to other companies that create effects for computer and video games and medical imaging. Another large and growing part of the business is the CAD (Computer Aided Design) market where engineers use Silicon Graphics systems to design new products and tools in 3-D.

SOFTWARE CREATIONS

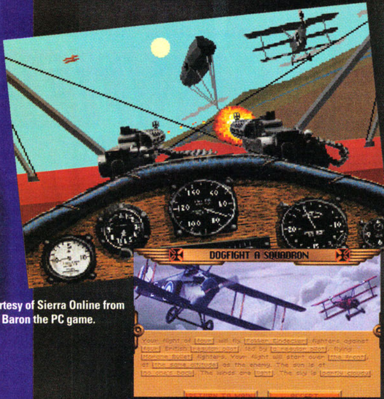
Software Creations, known for developing quality games like Ken Griffey Jr. Presents Major League Baseball, Spider-Man & X-Men: Arcades' Revenge and Equinox, will develop a game for the NU 64. SC has also developed the sound for hit games like Interplay's Rock 'N Roll Racing. Sound Tool, the sound authoring software to be included in the Nintendo Ultra 64 development kit, makes use of Software Creations' extraordinary techniques for creating realistic, full-voiced sound.

SPECTRUM HOLOBYTE

Although many people may think of Spectrum Holobyte in terms of puzzle games, it has long held a premiere position in the PC gaming world for its extraordinary combat flight sims like the Falcon series. The exclusive Top Gun game for the NU 64 will be a fast-action, arcade-type fighter sim, perfectly suited to the 3-D real-time graphics capabilities of the NU 64.

WILLIAMS

Last, but in no way least, Williams brings the top arcade development team in the world to the exclusive club of the NU 64, but that's just the beginning. Williams will release the exclusive NU 64 version of Doom. The fast scrolling, 3-D world of Doom will make the Nintendo Ultra 64 the showcase for first-person action games—a category that could become huge.



Courtesy of Sierra Online from Red Baron the PC game.

THE DREAM TEAM

NINTENDO ULTRA 64

HARDWARE

NINTENDO
SILICON GRAPHICS
RAMBUS

SOFTWARE TOOLS

ALIAS
MULTIGEN
SOFTWARE CREATIONS

EXCLUSIVE DEVELOPERS

ACCLAIM
ANGEL STUDIOS
GAMETEK
DMA
NINTENDO
PARADIGM
RARE
SIERRA ONLINE
SOFTWARE CREATIONS
SPECTRUM HOLOBYTE
WILLIAMS

CLASSIFIED INFORMATION

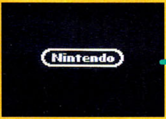
NINTENDO TOP SECRET POWER

SUPER PUNCH-OUT!!

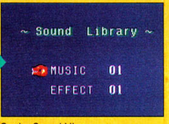
■ FROM AGENT #925

Sound Test

If you want to take a break from the flying fists, you can play around with the sound test in Super Punch-Out!!. When you first turn on the Game Pak, wait until the Nintendo Logo appears, then press the L and R Buttons on Controller II before the logo fades. The screen should switch automatically to a Sound Library screen. Use Controller I to change the music or sound effects, and press the A Button to start the sound.



When the Nintendo Logo appears, hold the L and R Buttons on Controller II.



~ Sound Library ~

MUSIC 01
EFFECT 01

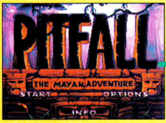
On the Sound Library screen, select the music with Controller I, then press A to play it.

PITFALL THE MAYAN ADVENTURE

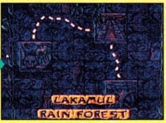
■ FROM AGENT #662

A Late Start

Are you tired of beginning on Level 1 when you run out of Continues? Now you can begin on Level 6 of Pitfall: The Mayan Adventure with the help of this great code. When the Title Screen appears, press A, X, A, Y, A, X, Select, Select and Start on Controller I. When you begin playing, you'll start on Level 6 with all of your Continues. It's much easier to finish the game when you don't have to start on level 1!



On the Title Screen, press A, X, A, Y, A, X, Select, Select, then Start.



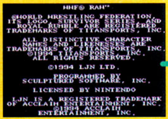
When the game begins, you'll have skipped straight to Level 6!

WWF RAW

■ FROM AGENT #001

Two-Punch KO

You can finish off any opponent in just two-punches with the help of this great code. When the Copyright Screen appears, press Right, Y and B together, four times in a row. If you enter the code correctly, you'll hear a low grunt, indicating that the Two-Punch Mode has been activated. When you begin a new match, your punches will be super powerful and no one will be able stop you!



WWF® RAW™

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LICENSED BY NINTENDO

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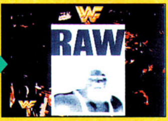
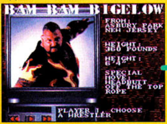
When you first turn on the power, wait for the Copyright Screen to appear.



Quickly press Right, Y and B together, four times in a row.



BAM BAM BIGELOW

FROM: ASBURY PARK NEW JERSEY

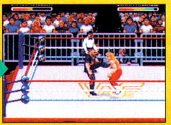
WEIGHT: 360 POUNDS

HEIGHT: 6'4"

SPECIAL MOVE: HEADBUTT OFF THE TOP ROPE

PLAYER 1, CHOOSE A WRESTLER

If you hear a grunt, start a new match and head into the ring.



You'll be so powerful that you can drop your opponent in two punches!

Kid Klown in Crazy Chase

FROM AGENT #492

Stage Select Codes

Making it all the way through Crazy Chase will prove difficult for even the best game players because of the unusual view and playing style. Players can improve their chances of finishing the game with the help of these tricky stage select codes. To use these codes, reset your game and wait for the Title Screen to appear. Hold down the L and R Buttons on both Controllers, then press the appropriate button on both controllers at exactly the same time. If you enter the code correctly, you'll skip directly to the desired stage, but if you mess up, the game will begin on Stage 1. To find the correct button for the stage you want to skip to, check the list below.

STAGE 2 - Press A on both Controllers at the same time

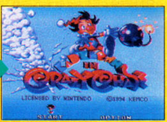
STAGE 3 - Press B on both Controllers at the same time

STAGE 4 - Press X on both Controllers at the same time

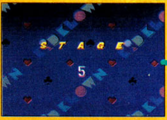
STAGE 5 - Press Y on both Controllers at the same time

SCORE 1080
HP

Normally you'll need to struggle your way through each level if you want to save Honey.



When the Title Screen appears, hold L and R on both Controllers.



Press the appropriate buttons to begin on a later stage of the game.

SCORE 120
HP

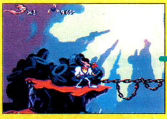
Finishing this game should be easy with the help of these codes!

EARTHWORM JIM

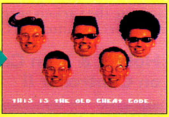
FROM AGENT #521

Wrong Cheat

This strange code for Earthworm Jim will let you access a secret screen hidden in the game. After you've begun playing, press the Start Button to pause the game, then press Y, A, B, B, A ,Y, A, B, B and A on Controller I. After entering the code a screen will appear that tells you that you've entered the wrong cheat code.



Pause the game, then press Y, A, B, B, A, Y, A, B, B, and A.



THIS IS THE OLD CHEAT CODE.

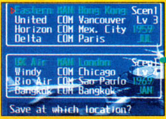
You'll skip to a secret screen that lets you know that this is the wrong code.

AEROBIZ Supersonic

FROM AGENT #718

Flag Game

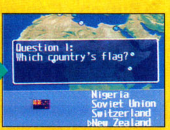
In the world of international business, it is important to have complete knowledge of the countries you deal with. When you play Aerobiz Supersonic, you can take a break from international finances and test your knowledge of the world's flags. During the game, select the Controller Icon and press A to go to the Save Screen. While on the Save Screen, press the Select Button to access the Flag Game.



```
▷Eastern  MAN Hong Kong  Scen1
 United   COM Vancouver   Lv 3
 Horizon  COM Mex. City   1959
 Delta    COM Paris        JUL

 UK Air   MAN London     Scen1
 Windy    COM Chicago     Lv 4
 Rio Air  COM Sao Paulo   1969
 Bangkok  COM Bangkok      JAN
Save at which location?
```

While you're playing the game, choose the Controller Icon and press the A Button.



```
Question 1:
Which country's flag?

              Nigeria
              Soviet Union
              Switzerland
             ▷New Zealand
```

On the Save Screen, press the Select Button to begin the Flag Game.

CLASSIFIED INFORMATION

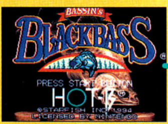
BASSIN'S BLACKBASS

From Agent #333

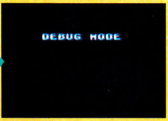
The Bass Code Ever!

Agent #333 has hooked a code that will make anyone a pro fisherman! Before you begin playing, hold the X and Y Buttons on Controller I and the A and B Buttons on Controller II. While you're holding these buttons, turn on to your Super NES. When you do, the words "Debug Mode" should appear at the top of the screen. If you've enter the code correctly, start a new game and begin fishing. You can activate the various special features by pressing the appropriate button on Controller II.

Hold X & Y on Controller I and A & B on Controller II



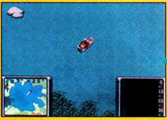
Hold X and Y on Controller I and A and B on Controller II, then turn on the game.



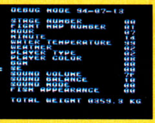
DEBUG MODE

If the words Debug Mode appear at the top of the screen, you've entered the code correctly.

A Button - Controller II



Hold the A Button while on the Boating Screen, then go to the Casting Screen.



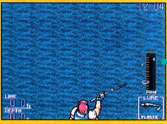
```
DEBUG MODE 94-07-18

STAGE NUMBER             00
FIGHT MAP NUMBER         01
HOUR                     07
MINUTE                   14
WATER TEMPERATURE        99
WEATHER                  02
PLAYER TYPE              02
PLAYER COLOR             08
BGM                      00
: SE                     00
SOUND VOLUME             7F
SOUND BALANCE            10
SOUND MODE               00
FISH APPEARANCE          00

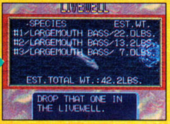
TOTAL WEIGHT 0359.8 KG
```

Before you begin fishing, you can adjust any of the fishing conditions.

B Button - Controller II



Try hitting the B Button while you're on the Casting Screen.



LIVEWELL

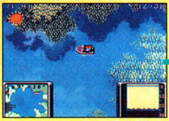
```
 ·SPECIES                 EST.WT.
#1/LARGEMOUTH BASS/22.0LBS.
#2/LARGEMOUTH BASS/13.2LBS.
#3/LARGEMOUTH BASS/ 7.0LBS.

  EST.TOTAL WT.:42.2LBS.

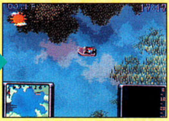
DROP THAT ONE IN
THE LIVEWELL.
```

You'll catch yourself a random bass, some even lunkers!

X Button - Controller II

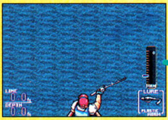


While you're on the boating screen, try hitting the X Button.

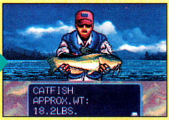


Time flies when you're having fun!

Y Button - Controller II



While you're on the Casting Screen, press the Y Button.



CATFISH
APPROX.WT:
18.2LBS.

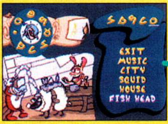
You'll instantly reel in a random fish other than a bass.

The Ren & Stimpy

From Agent #974

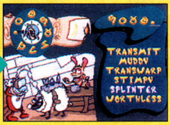
Bonus Game Passwords

The passwords in Ren & Stimpy: Time Warp usually take you to regular stages of the game, but these special passwords take you to the bonus games. When you enter these oddly shaped characters on the option screen, you'll skip straight to one of four different Log games!



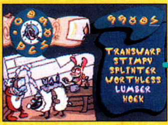
EXIT
MUSIC
CITY
SQUID
HOUSE
FISH HEAD

Enter this password to play Log Invaders, the bonus game from the Fish Head Level.



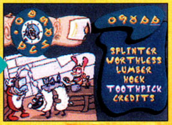
TRANSMIT
MUDDY
TRANSWARP
STIMPY
SPLINTER
WORTHLESS

Enter this password to play Space Log, the bonus game in the Splinter Level.



TRANSWARP
STIMPY
SPLINTER
WORTHLESS
LUMBER
HOEK

This is your password if you want to practice Log War, the Lumber Level bonus game.



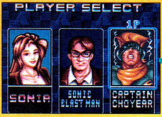
SPLINTER
WORTHLESS
LUMBER
HOEK
TOOTHPICK
CREDITS

Want to play Log Man? Use this password to skip to the Toothpick Level bonus game.

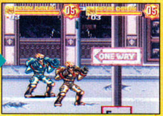
From Agent #577

Same Player Code

If you're going to play a two-player game of Sonic Blastman 2, use this code to let both players play as the same character. When you are on the Character Select Screen, Player 1 must first choose his character. When it's Player 2's turn to choose, hold the L and R Buttons on Controller II while selecting the same character. When the game begins, both players will be the same, with the exception of color.



Player 1 can choose a favorite character, then it's the second player's turn.

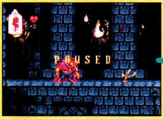


Hold the L and R Buttons on Controller II, to choose the exact same character.

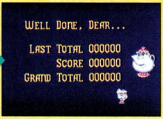
From Agent #103

Stage Skip

Finishing Disney's Beauty & the Beast can be tough, especially when you're in stages like Level 2 of the Castle. If you're having trouble, press the Start Button to pause the game, then press Left, Y, L and Down on Controller I. If you enter the code correctly, the game should automatically resume. After entering the code, you can skip to the end of the stage at any time by pressing Select and L together.



Pause the game, then press Left, Y, L and Down to enter the code.



WELL DONE, DEAR...

LAST TOTAL 000000
SCORE 000000
GRAND TOTAL 000000

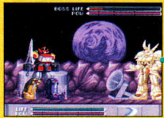
When the game resumes, press Select and L to skip to the next stage.

From Agent #000

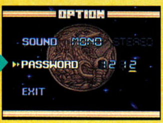
Morphin Duels

If you've finished the Mighty Morphin Power Rangers and you're looking for a little more action, these passwords are perfect for you! Each of these passwords will take you directly to the stage where you fight the boss, but you can control either the boss or Megazord. You'll need to have a friend control the other character; otherwise, it won't be much of a fight.

Mutaytus - 0411
Silver Knight - 1007
Gold Knight - 1212



You can play a two-player practice match against the boss of either stage 6 or stage 7.



OPTION
SOUND MONO STEREO
PASSWORD 1212
EXIT

Enter the password for the boss you want to play, then start fighting!

SEND US YOUR CODES!

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
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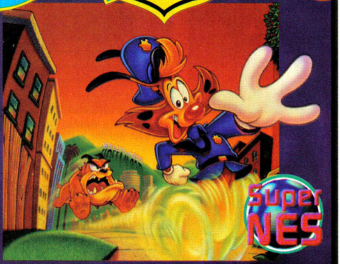
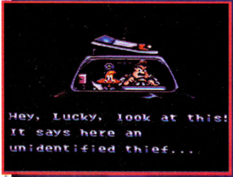
98073-9733

Disney's Bonkers™

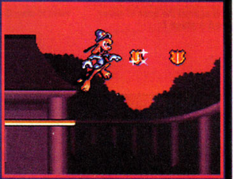


TOTALLY NUTS!

Here he is, directly from his beat in Toontown, the craziest cop ever, Bonkers the Bobcat! Leaving his posh life as a star for Wacky Studios, Bonkers joins the Hollywood Police Department, determined to make the streets safe for his fellow Toons. But he's got a big job ahead of him. His partner, Lucky Piquel, is out of commission, and only you can help him solve the toughest case of his career: finding the mysterious and evil thief who has robbed Toontown of its most priceless treasures.



Hey, Lucky, look at this!
It says here an
unidentified thief...



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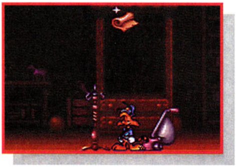
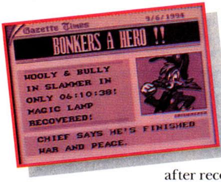
MISSING TREASURES

Bonkers is on the case! After bidding his partner a speedy recovery from the injuries he got in a nasty car accident, he now sets out to track down the three stolen Toontown treasures: the Magician's Hat, the Mermaid's Voice, and the Magic Lamp. Who could have stolen them? No one has a clue. You and Bonkers must set out to search all of Hollywood, inside old and dangerous mansions, through the busy streets of downtown, among the starry sets of the movie studios, and even on board a slippery ocean liner. One by one, Bonkers must track down the stolen items—and face the thief's evil henchman. Only after recovering all the treasures can you and Bonkers track down the Big Boss himself. Once in his evil lair, Bonkers will have to use all of his crazy tricks to lock the Big Boss up for good!





Gazette Times 9/6/1994

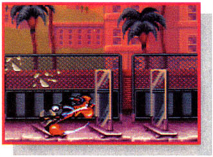
BONKERS A HERO !!

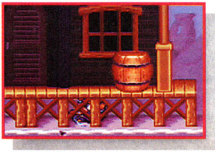
WOOLY & BULLY
IN SLAMMER IN
ONLY 06:10:38!
MAGIC LAMP
RECOVERED!

CHIEF SAYS HE'S FINISHED
WAR AND PEACE.

DASHING FELLOW

Bonkers may not be the toughest cop around, or even the strongest. But he has a few Toon tricks in store for his enemies. When he gets a minute to rest up, Bonker's Dash meter will power up and give him all sorts of speed. When he starts scurrying, he'll crash through barriers, burst balloons filled with surprises, and send enemies flying. He can roll where no Bobcat has rolled before to find some hard to reach treats.





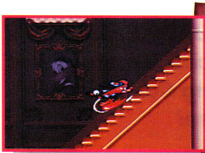
TOOLING TOONTOWN

TAKE 2

Hollywood may be a great place for sight seeing, but it's a tough place to track down a slippery thief. Few things are as they seem. With a little Hollywood magic, even the most normal object can surprise.

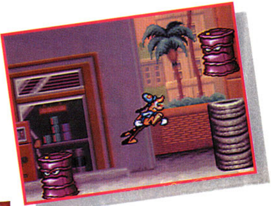
MANSION

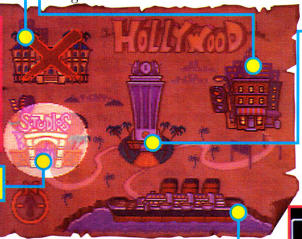
You can get a map of the stars' homes on any Hollywood street corner. But to get a map of nasty thief hangouts, you and Bonkers will have to venture into the city's oldest mansion!



DOWNTOWN

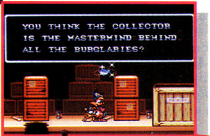
Like many big cities, Hollywood has a rough downtown. But this one also has jumping oil drums, flower pot-throwing maidens, and an angry helicopter who's guarding a certain Magic Hat!



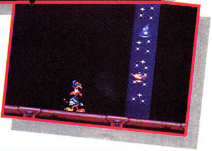


BIG BOSS

Use a dashing leap to make it safely to a far-off platform here in the boss's mechanical lair. Once Bonkers makes it through, he'll have to bomb, duck and dash past the mysterious collector and his wild ship of destruction. But is that the end of the case?

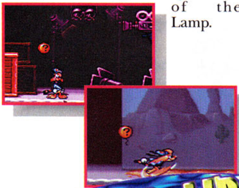


YOU THINK THE COLLECTOR
IS THE MASTERMIND BEHIND
ALL THE BURGLARIES?



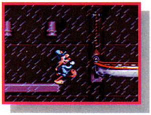
STUDIOS

Action! Bonkers hits the sets of old westerns and spacey sci-fi movies to face some crazy enemies in his quest to find the dangerous and big-haired guardians of the Lamp.



OCEAN LINER

Bonkers must weather a fierce storm as he swabs the decks of this gigantic ship where the salty dogs try to put an end to his crime-fighting days forever. But don't worry—there are plenty of life-saving boats to help him along.



POWER-UP

STOLEN . . . AGAIN!

Just as Bonkers and his pal, Toots, think the danger has past, a mysterious forcefield pulls the treasures, and Bonkers, sky high. There, you and Bonkers must face the real master of this evil scheme, Pops Clock. He's big and nasty, and he sends lightning bolts and scurrying creatures after Bonkers. But with a few quick bombs and some speedy rolls, Bonkers can best even the master of time itself and save the treasures of Toontown!

THE
BEAST IS BACK
With
Banana Bucks

Super Power Club Members

BANA

Nintendo Power provides Super Power Club Members with the hottest deal in the Jungle. During the month of April, members can cash in Nintendo Power Stamps and Banana Bucks for a bunch of Donkey Kong Country Merchandise!

When you purchase select Nintendo products, you can earn Banana Bucks good for the purchase of really gnarly Jungle Gear! ***Super Power Club Members*** can double their earnings by substituting or combining Nintendo Power Stamps with ***Banana Bucks!*** It's a deal even Donkey and Diddy are flipping over!

SUPER NES
DONKEY KONG SET
GO APE IN DONKEY KONG COUNTRY
SUPER NINTENDO
DONKEY KONG COUNTRY
GAME BOY
DONKEY KONG
Super GAME BOY
SUPER NINTENDO ENTERTAINMENT SYSTEM

Donkey Kong Country Super NES set
40 Banana Bucks

Donkey Kong for Game Boy
10 Banana Bucks

Donkey Kong Country
15 Banana Bucks

Game Boy
20 Banana Bucks

Super Game Boy
25 Banana Bucks

Cash in your Banana Hoard!
Nintendo Power Stamps and ***Banana Bucks*** have the same value! Mix 'em, Match 'em, and Cash 'em in on select Gear available in the Spring Nintendo Power Super Power Supplies Catalog!

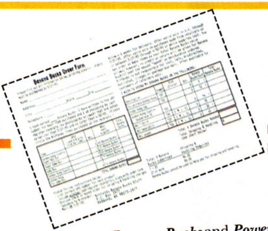
Earn 'em, Collect 'em, Spend 'em on Bunches of FREE

are going ape over...

NA BUCKS!

SUPER POWER STAMP
SAMPLE
CASH VALUE 1/20¢
ONE

+

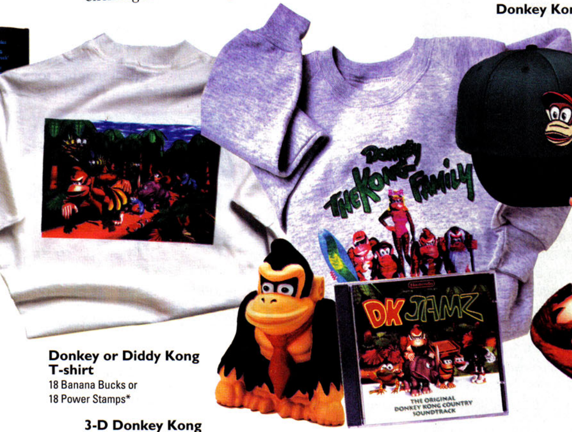


Banana Bucks Order Form

=

A BUNCH OF COOL STUFF!!!

Super Power Club Members can combine ***Banana Bucks*** and ***Power Stamps*** for DKC Merchandise. For example, you could get a DKC Sweatshirt by turning in 20 Banana Bucks and 8 Power Stamps. This cool exchange deal is for ***Super Power Club Members*** only!


Donkey THE KONG FAMILY
DK JAMZ
THE ORIGINAL DONKEY KONG COUNTRY SOUNDTRACK

Donkey Kong Family Sweatshirt
Price: 28 Banana Bucks or 28 Power Stamps*

Diddy Kong Hat
12 Banana Bucks or 12 Power Stamps*

Donkey or Diddy Kong T-shirt
18 Banana Bucks or 18 Power Stamps*

3-D Donkey Kong Collector's Character
9 Banana Bucks or 9 Power Stamps*

DK JAMZ- The Original DKC Soundtrack CD
14 Banana Bucks or 14 Power Stamps*

To order, follow the directions printed on every Banana Bucks Order Form. Participants must submit a completed Banana Bucks Order Form, Super Power Club Stamps Form, and the original sales register receipt of the product(s) purchased. Offer good only in the U.S. Promotion expires May 31, 1995. *U.S. stamps values. See catalog for Canadian stamp requirements.

Donkey Kong Country Merchandise!

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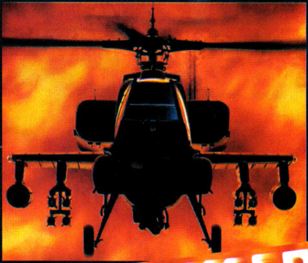
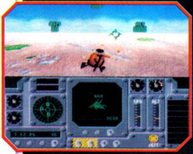


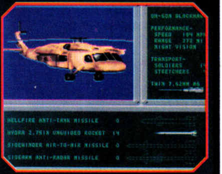
AIR CAVALRY™

Super NES

FLYING TO THE RESCUE

Cybersoft takes to the air with a new helicopter combat simulator, Air Cavalry. Conflict has broken out in three major areas of the world and it's your job as the army's crack pilot to quell the various uprisings. Behind the controls of one of four different helicopters, you are in command of several tons of raw firepower. While it's easy to believe that you're the most powerful thing in the air, enemy SAMs and antiaircraft cannons are quick to remind you of the dangers of battle. Can you avoid the enemy attacks and win this war for your country? It will take three different campaigns and dozens of missions to win this war, but if you become an ace pilot, you should be able to do it!





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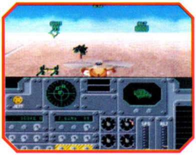
UH-60A BLACKHA
PERFORMANCE-
 SPEED    184 MP
 RANGE    373 MI
 NIGHT VISION
TRANSPORT-
 SOLDIERS      1
 STRETCHERS
TWIN 7.62MM MG
HELLFIRE ANTI-TANK MISSILE    0
HYDRA 2.75IN UNGUIDED ROCKET  14
SIDEWINDER AIR-TO-AIR MISSILE 0
SIDEARM ANTI-RADAR MISSILE    0
```

1-PLAYER MODE

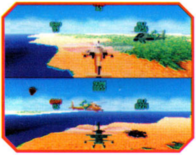
The biggest advantage in the one-player game is the aircraft instrument panel that is displayed at the bottom of your screen. By keeping an eye on your instruments, you can watch for enemy vehicles and incoming missiles during the mission. During the briefing before each mission, you'll see a map of your targets, but because you can't access this map during the mission, finding your targets tends to be a matter of luck. Don't worry though, most of the missions are easy to complete.



2-PLAYER VS. MODE

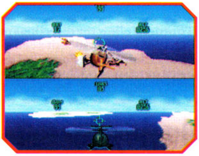
HEAD TO HEAD

The real challenge in this game comes when you take on one of your friends in the Two-Player Vs. Mode. Because of the split screen, the instruments have been removed from your view. This makes it tougher to find your enemy, but you can still use your Heads-Up Display to keep track of your fuel and altitude. The objective of the Versus Mode is to hunt down your opponent and blast him to pieces. When you destroy your enemy five times, you win!



2-PLAYER CO-OP

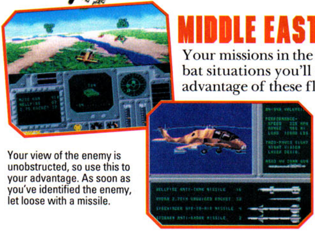
If blasting your friends out of the sky seems overly brutal, you can play a cooperative game with them instead. In the Co-Op Mode, you and your partner must work together to complete the same missions that you played in the one-player game. You can still fire on your friend's helicopter, but you'll want to avoid doing so. You both share the same pool of extra lives, so destroying your partner only depletes your own supply of helicopters.



BATTLE ARENAS

TAKE 2

MIDDLE EAST

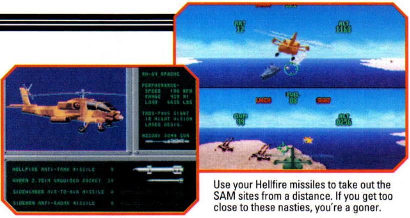


Your view of the enemy is unobstructed, so use this to your advantage. As soon as you've identified the enemy, let loose with a missile.

Your missions in the Middle East are the easiest combat situations you'll face, so it is a good idea to take advantage of these flights to learn how to handle the various aircraft. The terrain is flat and open, making it easy to spot the enemies from a great distance. If your gunship is carrying any guided missiles, you can fire as soon as you've got a lock on the enemy. When you fire an unguided missile, you'll need to keep your target in your sights until they've been destroyed.

CENTRAL AMERICA

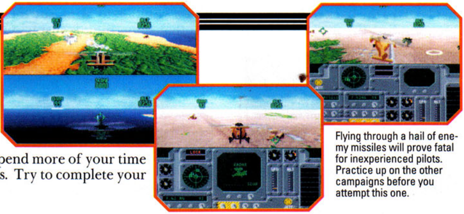
The missions in Central America are tougher than those in the Middle East. Your enemies have stepped up their attacks and have hidden dozens of SAM launchers in the jungle. It is a good idea to take out the SAMs from a distance, using your Hellfire missiles whenever you can. Because the jungles are cut by massive rivers, your enemies patrol the waterways with powerful missile frigates. If you're not careful, these dangerous warships will spell the end of your flying career.



Use your Hellfire missiles to take out the SAM sites from a distance. If you get too close to these nasties, you're a goner.

INDONESIA

The armies in Indonesia have massed on the various islands in the area, and they're pressing forward with their offensive. The missile frigates seem to be everywhere in these missions, so you might want to take them out of way early. Because the Indonesian Stages are the toughest of the three campaigns, you'll spend more of your time avoiding missiles than destroying targets. Try to complete your mission goals as quickly as you can!

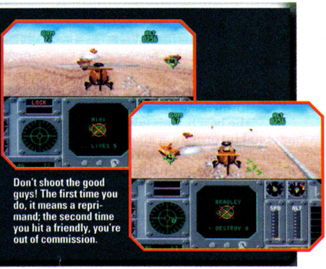


Flying through a hail of enemy missiles will prove fatal for inexperienced pilots. Practice up on the other campaigns before you attempt this one.

POWER-UP

FINDING FRIENDLIES

Although it seems that you're fighting this war alone, there are other units on your side, so don't go making their job tougher by firing on them. You may be able to get away with making one mistake, but the second time you blow up your own troops you're in big trouble. You can avoid making a deadly mistake in the one-player game by watching your radar screen. When you get a lock on a unit, your display gauges identify it for you. If you're flying a two-player mission, you'll need to get up close before you can tell who you're firing on.



Don't shoot the good guys! The first time you do, it means a reprimand; the second time you hit a friendly, you're out of commission.

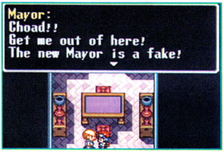
COUNSELORS' CORNER

ROBOTREK

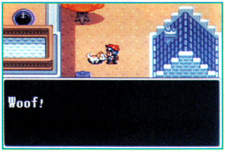
HOW DO I EXPOSE THE FALSE MAYOR IN ROCOCO?

Keri Stevenson

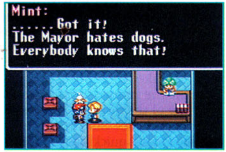
Before exposing the false Mayor, you need to talk to the real Mayor of Rococo, who is at the end of the tunnel that leads to the back of his house. After finding the true town leader, go back outside and talk to the dog on the east side of the building. Now, when you enter the building, the dog will follow you. When you talk to Mint, she'll tell you that something is suspicious. Take the dog into the office to confront the false Mayor. Unlike the real Mayor, who likes dogs, this imposter is afraid of them. He'll flee when you and the pooch walk in.


Mayor:
Choad!!
Get me out of here!
The new Mayor is a fake!

The real Mayor loves dogs. Go behind the building and talk to him.


Woof!

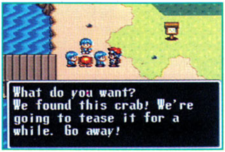
The dog is on the east side of City Hall. When you talk to him, he'll follow you back inside.


Mint:
......Got it!
The Mayor hates dogs.
Everybody knows that!

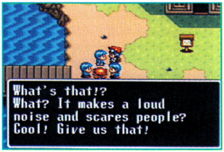
The false Mayor is terrified of dogs. The mere sight of a canine ends the charade.

HOW DO I SAVE THE CRAB FROM THE KIDS?

At the Harbor several kids are tormenting a helpless Crab on the beach. This talking Crab has vital information about how to reach Snowy Island, so you don't want it to get steamed and have it refuse to talk to you. To make the kids stop, provide them with another source of entertainment. They'll leave the Crab alone if you offer them the Surprise Horn. Don't sweat losing it—you'll get another one later.


What do you want?
We found this crab! We're going to tease it for a while. Go away!

End the torment! You need to save this Crab in order to sail to Snowy Island.


What's that!?
What? It makes a loud noise and scares people?
Cool! Give us that!

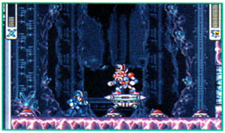
Bribes are always good. Offer the kids the Surprise Horn so they'll leave the Crab alone.

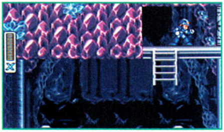
MEGA MAN X 2

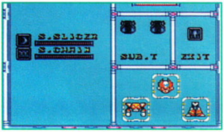
Rich Schleifer

HOW DO I GET ZERO?

You'll have to find all three of Zero's Body Parts in order to gain the assistance of the super-mega mate-and if you don't get him to join you, you'll have to fight the Evil Zero near the end of the game. The body parts are held by the three X-Hunters, Violen, Serges and Agile, who randomly descend into three of the eight stages when you access the map screen. They hide behind the silver Zero Doors, which will open only if they're concealing an X-Hunter. You must go to all of the stages and check the doors to get Zero's Body Parts, and you must do it quickly. If you wait too long, the X-Hunters will depart, and you'll never be able to collect all of the parts you need.


When you access the map screen, the three X-Hunters will descend into three of the stages.

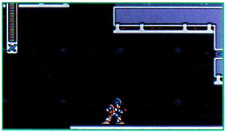

If an X-Hunter is behind a Zero Door, it will open before you; otherwise, it stays closed.

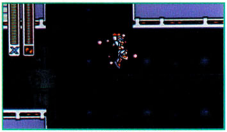


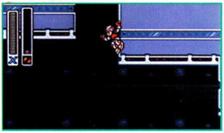
You must collect the Head, Body and Legs in order to gain the help of this powerful ally.

HOW DO I GET THE SUB TANK IN THE CENTRAL COMPUTER STAGE?

To get the Sub Tank in the Central Computer Stage, you must have a powered-up Speed Burner with the Mega Buster Enhancement and the Mid-Air Dash Boots. Just before you reach Sigma's Sword, the stage's mini-boss, look for a hole in the ceiling. Below and to the left of the hole is a raised section of floor. Stand on the raised section and execute a Dash Jump by pressing A and B simultaneously. At the height of the jump, ignite the Speed Burner to propel Mega Man across the room to the right. Just before he loses momentum, do a final Dash Jump in mid-air and grab the wall on the right. Jump to the top of the wall and go through the hole to get the Sub Tank.

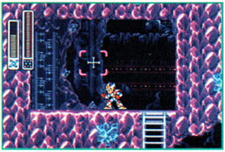

Stand on the raised section of floor below and to the left of the hole in the ceiling.

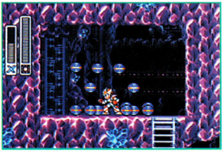

Dash Jump to the right and ignite the Speed Burner. Do another Dash Jump in mid-air.


Jump to the top of the wall and go through the hole in ceiling to get the Sub Tank.

WHAT IS THE PURPOSE OF THE EMPTY ROOMS?

The Empty Rooms in the Energen Crystal and the Deep Sea Base Stages are no ordinary rooms. If you use your Radar Optics, or I. Tracer, you'll see that the chambers are power-up locations. Activate the Enhanced Mega Buster with the Silk Shot to charge up all of Mega Man's weapons or life bar. Return to recharge as often as you like.


Use Radar Optics to check the "Empty" Rooms.

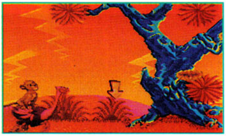

Return whenever you need to re-energize.

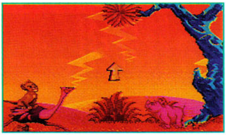
THE LION KING

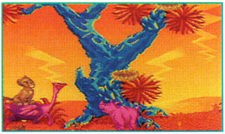
HOW DO I SURVIVE THE OSTRICH RIDE IN STAGE 2?

Danusia Bobek

The Ostrich Ride is a challenge because you can't see what's coming up as you race across the screen to the right. In the first part of the stage, arrows will show you whether to jump or duck, but later, you'll have to rely on your own quick reaction time. When you see the baby pink rhino, wait until the last possible moment, then jump. To do a double jump, press the jump button again at the height of your first jump. You'll have to master the double jump in order to clear both a baby rhino and a bird nest at the same time. It takes practice.

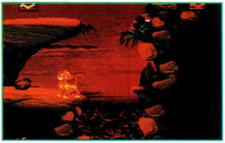

In the first part of Stage 2, arrows will warn you about what's coming up.

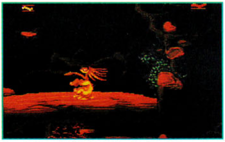

Wait until the last moment to jump over the baby rhino. Otherwise, you won't clear it.

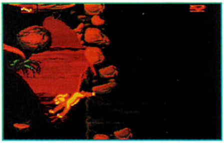

You'll have to do a double jump to clear both the baby rhino and the bird nest near the end.

HOW DO I AVOID THE ROLLING BOULDERS IN STAGE 5?

There are lots of falling rocks and rolling boulders in Stage 5. Two of the boulders can be deadly. As you run to the right to flee the first rolling boulder, you'll meet a slow-moving porcupine. You can't slow down without becoming roadkill yourself, so quickly roll under the porcupine and continue. Later in the stage, listen for the sound of a second boulder. Don't be a flat cat—begin to run to the right before it rolls onto the screen. Jump off the cliff and hold Left on the Control Pad as you fall. You'll grab ground while the boulder plummets past.

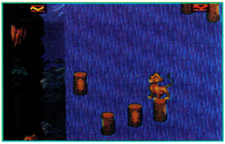

Falling rocks and rolling boulders make Stage 5 a perilous place, even for a king-to-be.

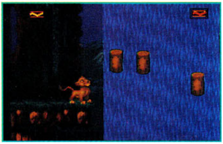

Run to the right to avoid the first boulder and roll to take out the plodding porcupine.


Run to the right and leap off the cliff to avoid the second boulder. Hold Left as you fall.

HOW DO I REACH THE TOP OF THE WATERFALL IN STAGE 6?

You'll have to jump onto falling logs to reach the top of the waterfall, and it will take some practice. Stay on the logs in the middle of the waterfall when possible so you'll have the option of jumping right or left. Avoid the fast-falling logs and opt for the slow ones when you can. If you have to jump to a fast-falling one, leap to it while it's above you and plan to jump from it immediately.


Stay in the center of the waterfall so you'll have some choice. Jump from log to log.

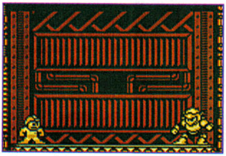

Try to choose slow-falling logs. If you have to use a fast one, jump while it's above you.

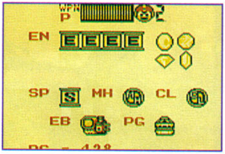
MEGA MAN V

HOW CAN I GET ITEMS THAT ARE OUT OF REACH?

Michael Carver

You don't have to have every item to finish the game, but you can obtain some out-of-reach items by modifying Mega Man's Mega Arm. Whenever you defeat a boss and finish a level, you're given the option of visiting Dr. Light's lab, where cool tools are for sale. For 90 P Chips, you can purchase an MH Capsule, which reconfigures Mega Man's Mega Arm. With the newly customized arm you can reach all sorts of far away items.

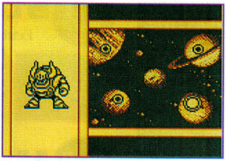

After you defeat a boss to complete a level, you'll have a chance to visit Dr. Light's lab.

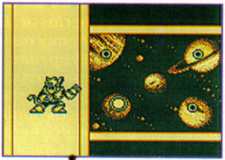


Cash-in your hard earned P Chips on a selection of cool tools. The MH capsule costs 90 chips.

HOW DO I MOVE OR BREAK BLOCKS?

Stone blocks are one of the few obstructions that don't harm Mega Man, but they can keep you from exploring all the areas. You can destroy the blocks, though, by finding two essential items, the Deep Digger (UR) and the Break Dash (PL). The Deep Digger lets you pick up certain blocks in the game, while the Break Dash quickly converts granite to dust. If you can't move or break a block using the Deep Digger or the Break Dash, you'll have to find another route around it.


Go to the southeast corner of space and defeat Uranus to win the Deep Digger.


Pluto resides in the southwestern corner of space. Defeat him to earn the Break Dash.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

WARIOLAND

Q: Can I open a treasure chest as Small Wario?
A: No. You have to be Big Wario.

Q: What is the largest number I can have on my save file?
A: 39.

Q: Can I re-enter previous areas I have already finished?
A: Yes.

DEMON'S CREST

Q: How do I find Worlds V and VI?
A: Find the Air Crest in World IV.

Q: How do you access the Overworld Map?
A: Stop and press the Start button on the Overworld screen.

Q: How many endings are there?
A: Four.

IGNITION FACTOR

Q: Why can't I run or kick?
A: You're carrying too many items.

Q: Can I prevent items from breaking?
A: No, but you're more likely to break an item if you fall down.

Q: How do I get through the doors that say "Entry Denied?"
A: Find and touch the computer that matches the color around the door.

Archer Maclean's SUPER dropzone

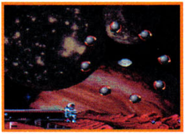
FAST AND FURIOUS

Fans of the arcade classic, Defender, will be thrilled by the heavy action in Archer Maclean's Super Dropzone. The action is very similar to the classic hit, but Psygnosis has increased the challenge by including bosses throughout the game. The bosses also help break up the repetitiveness of blasting away wave after wave of alien invaders. Players that are not familiar with Defender, may find the controls difficult to use, but like its predecessor, Super Dropzone, it requires hours of practice to master. In order to finish the game, players must battle their way through 50 difficult levels. Luckily there is a password feature that will save the player's progress along the way!

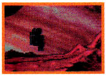
© 1984-85 Archer Maclean
© 1994 Eurocom Developments Ltd. and Archer Maclean

Armed to the Hilt

It's lucky for you that the scientists of earth have done their jobs well. Without their help, you would be just another dummy for alien target practice. Instead you are a major force to be reckoned with! Before you head off into battle, you might want to become acquainted with a few of the special features that your super suit has to offer. A well trained soldier is an army's best weapon!

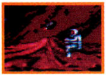


C The Cloak



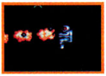
Although the Cloak is more of a protective device than it is a weapon, you can learn to use it to gain an offensive advantage over your enemy. When you press the Y Button, you will fade out of sight and be safe from all attacks.

B Strata Bomb



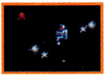
Letting loose with a Strata Bomb will destroy all of the enemies that are on the screen with you. Although they are one of the most powerful weapons you have, Strata Bombs are very limited in supply, so save them as an attack of last resort!

M Multi-fire



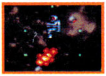
Using the Multi-Fire weapon will let you cover a wide area of space with a deadly spray of shots. This is the perfect weapon to use when you're facing a large group of aliens in a concentrated cluster.

R Rotamace



When you activate the Rotamace weapon, two large balls will begin rotating around your suit. They will destroy anything they hit as well as help protect you from enemy shots. They're not perfect protection, but they help.

H Homing



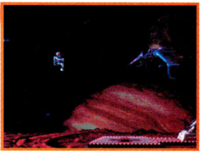
Are things moving just a little too fast for you to get off a good shot? Then try the Homing Shot! This handy weapon is perfect for wiping out those hard-to-hit enemies when you're in a hurry. No more aiming—just fire your weapon!

The Planets

TAKE 2

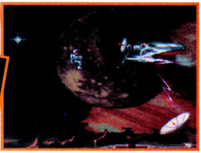
Your colonizing mission takes you to several different planets and moons in the Solar System. The hospitable Jovian satellites are your first target, but they are very well protected. You must protect the base on each moon so that the humans can successfully colonize the surface. In order to protect a base from danger, you must stop all ten Attack Waves on each planet. If you fail to stop the attack, the humans are finished.

IO

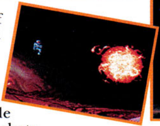

Io may start out easy, but finishing off this winged beast will prove tough if you aren't ready for him.

Io is your first target, so the enemies tend to be a little easier on you here than they will be in the later stages. Take advantage of this lull in the action to master your weapons systems and practice maneuvering your attack suit. The controls should be second nature to you before you move on. Take your time when you face the enemy, clearing out one small section of the planet at a time.

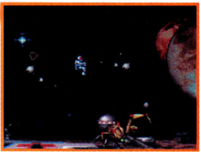
Callisto


Try to have some extra weapons when you reach Callisto's Planet Guardian. The extra firepower will come in handy!

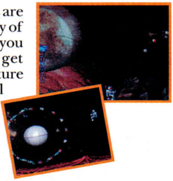
The action heats up when you land on the surface of Callisto. The attack waves move more quickly, so you'll need to take advantage of your Multi-Shot and Homing Shot weapons. When you encounter the Fireball Wave Boss, aim for the center of the ball while avoiding the slow moving fire shots that fly at you.



Ganymede

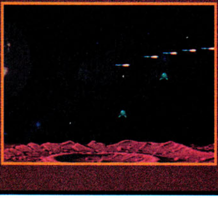

This arachnid-like beast is protecting the surface of Ganymede. You'll need to fly low to hit it, so be careful.

You're only halfway through your mission, and things are getting almost impossible to bear! Try to collect as many of the colonists as possible before the aliens grab them! If you don't grab them early, you may not get a chance to get them at all, and that will cause trouble for you in the future attack waves. When you face the Floating Sphere, you'll need to hit all of the power units that float around it before it can be damaged itself.



POWER-UP

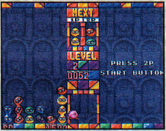
THEY CAN'T HIT WHAT THEY CAN'T SEE



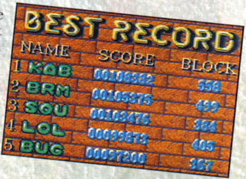
Mastering the use of your Cloaking device is key to finishing this game. While you have it activated, you are able to fire on your enemies, but they are unable to hit you with their return fire. The only drawback to the Cloaking device is the fact that you can only use it for a limited time. The Cloak will be replenished between Attack Waves, so use it while you can. Engage the Cloak during a battle with any Wave Leader so you can fly up to your enemy and lay into them with a barrage of shots without worrying about getting hit!

THE Power Players'
AREN

PRO VS PLAYER
KIRBY'S AVALANCHE



Here's your chance to test your puzzle game skills against one of the best players at Nintendo. Mike's been honing his skill with Kirby's Avalanche lately, and he's got a score that he thinks will be tough to beat. If you can top his incredible score of 223,540 on the practice mode, send us a photo and show off your feat!

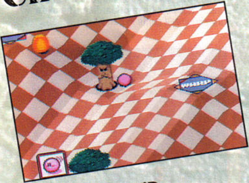


BEST RECORD

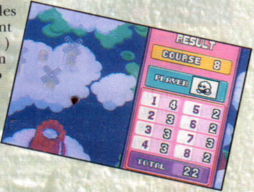
NAME	SCORE	BLOCK
1 KOB	00108382	558
2 BRM	00105375	499
3 SOU	00103476	384
4 LOL	00099873	405
5 BUG	00097200	367

You'll need to think fast if you want to beat the Cajun Level of the Practice Mode.

POWER CHALLENGE
KIRBY'S DREAM COURSE



Take a swing at some of the toughest holes at the Dream Land Country Club! We want to see the top ten (meaning the lowest) scores on course eight of Kirby's Dream Course. You need to be a good player to get to course eight, but you have to be a great player to win the stamps.



RESULT
COURSE 8
PLAYER

1	4	5	2
2	3	6	2
3	3	7	3
4	3	8	2

TOTAL 22

It will take a few hole-in-ones to become one of the top ten players of this game.

POWER CHALLENGE 2
NBA JAM TOURNAMENT EDITION

TURBO
TURBO
ROOKIES
L.A. CLIPPERS
43
12
3RD QUARTER
TOURNAMENT EDITION
CLIPPERS
NBA
QTR1
QTR2
QTR3
QTR4
FINAL

Now that NBA Jam Tournament Edition has hit the market, it's time for Arena Jam Tournament! This month we want to see how well you can do with the NBA Rookie team. The ten players with the biggest blow-outs in a one-player game will score themselves some power stamps!

Only one-player games count for this challenge. Cheaters will be annihilated!

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your Challenge or entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than April 20, 1995 to qualify for the Power Stamp prizes. The players who best complete Challenges will receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Scores printed are determined by, the Nintendo Power Staff.

POWER PLAYERS' ARENA PO BOX 97033 REDMOND, WA 98073-9733

THIS MONTH'S WINNERS FOR:

POWER CHALLENGES

SUPER PUNCH-OUT!!

Fastest K.O. against Dragon Chan

Bob Schulze Redlands, CA	8.15 secs.
Joey Kabasan Farmington, NM	10.65 secs.
Ryan Kwok Westminster, CA	12.45 secs.
Paul Taylor Jr. Tallahassee, FL	19.24 secs.
Kenneth Zibell Milwaukee, WI	19.90 secs.
Jeffery Ezard Ingleside, OT	29.16 secs.

DONKEY KONG COUNTRY

Fastest 101% finishes

Jason Provost Union City, NJ	1:08
Moses Garcia Hialeah, FL	1:08
Pat Rafferty Altamont, NY	1:10
Daniel Brancato Valhalla, NY	1:14
Lowell Duchert Seattle, WA	1:15
Scott Zelenka Cary, NC	1:32
David Hendren Cross Lanes, WV	1:33
Mark Emanuel Oakville, MO	1:37
Brandon Schwenk South Bend, IN	1:42
Shaun Patrick Lyndhurst, VA	1:52
Dan Ciez Seattle, WA	2:03
Brady Hodgson Naperville, IL	2:15
Glenn Garber Mt. Holly, NJ	2:18

MORE POWER CHALLENGES

STUNT RACE FX

Fastest completion of Radio Control Track 1

Joshua Stamulis Palm Coast, FL	6″ 85
Jonathan Sturack Hazleton, PA	7″ 23
Frankie Biega Wheeling, WV	7″ 32
Jeremy Lassetter Midland, TX	7″ 60
Michael Lasky Reseda, CA	7″ 61
Chris Friesen Killarney, MB	7″ 96
Jonathan Bryant Burlington, NC	8″ 06
Steve Dworzecki St. Clair Shores, MI	8″ 16
Kert Gartner Winnipeg, MB	8″ 23

CHEATER, CHEATER!

What is that thing sticking out of the top of your Super NES?!! Using that "Game Enhancer" may give you a better score, but isn't going to make you a better player. This page is for real game players, so this entry is round-filed!

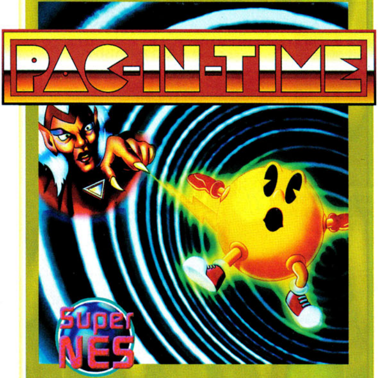
AND THE PHOTO PLEASE!

This shot is just a little bit too blurry.

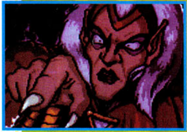
Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES or NES game, first move your system near your television, so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

Livingston Hessam
Atlanta, GA
Nice photo!

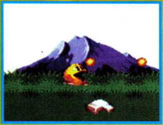
PAC-IN-TIME™

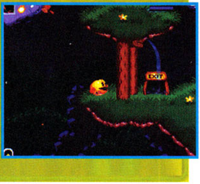


PAC-MAN IS BACK... BACK IN TIME!



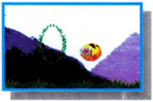
The Ghost Queen has cast a spell on Pac-Man, taking him back in time to his youth and turning all the inhabitants of the world against him. Traverse mountains and forests, explore ruins and even the village where Pac-Man was born in your effort to reunite him with his family in the present. Namco's latest puzzler pak has fifty levels, with mazes that become more challenging as you progress. Playing alone or alternating with a friend, Pac-Man fans will gobble up Pac-In-Time.





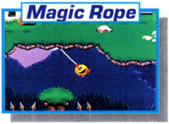
©1993, 1994 Atried Concept SA
©1980 Namco

THE FOUR ESSENTIALS

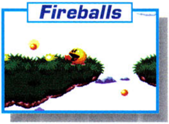


Hidden somewhere in each stage are colored rings that provide one of four Power Ups, each essential for finishing a level. To obtain a Power Up, you must jump through a ring. The Magic Rope allows access to high areas, while the Fireball disposes of most enemies. The Sledgehammer breaks through logs and the Water Bubble allows Pac-Man to explore watery depths.

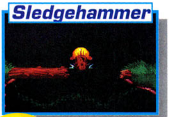
Magic Rope



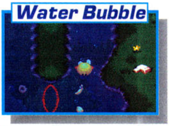
Fireballs



Sledgehammer



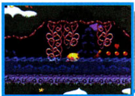
Water Bubble



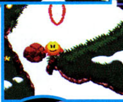
A FIFTY-LEVEL JOURNEY

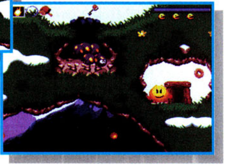
In order to be reunited with his family, Pac-Man must venture through five different stages, each containing ten levels. You earn a password after every fifth level. Be sure to write it down.

THE MOUNTAINS



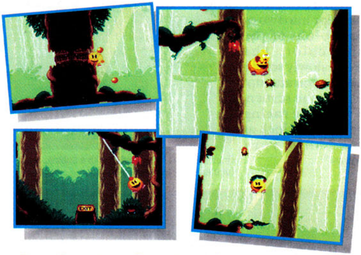
The Ghost Witch's spell has deposited Pac-Man high in the mountains. The fresh, alpine air is probably the only thing that is not hazardous to your health. Explore for hidden bonus areas as you descend to the Forest in the valley below.





THE FOREST

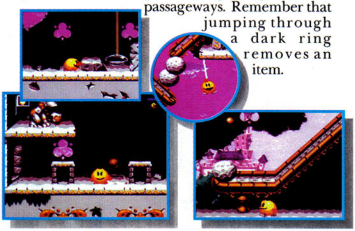
Many hazards lurk in the undergrowth of the Forest. What you can't see will get you. Use your rope to search the treetops for the pellets that will open the Exit Door. Restore your life bar by eating food you find, but watch out for the Spiked Fruits!



TAKE 2

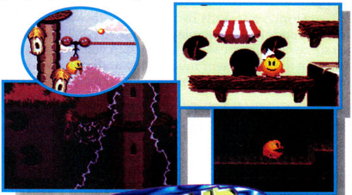
FORGOTTEN PALACE

The ruins of this ancient palace were not left unguarded. Avoid traps while exploring for secret passageways. Remember that jumping through a dark ring removes an item.



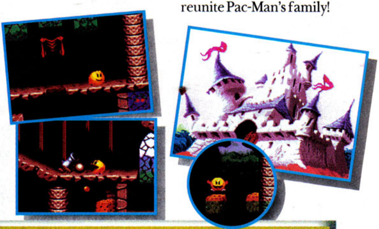
THE VILLAGE

This is the village where Pac-Man was born! Unfortunately, the Witch's spell has turned most of the inhabitants into unruly neighbors. Perfect your jumping and climbing techniques here.



THE CASTLE

Welcome to the humble abode of the dreaded Gum Monster. Avoid green acid and cannonballs as you discover the many secrets in the castle. Survive this area and reunite Pac-Man's family!

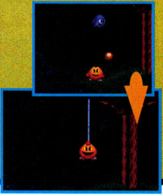


POWER-UP

WINNING STRATEGIES

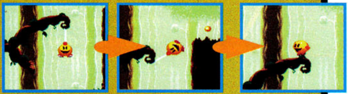
LEAD THE GHOSTS TO YOU

If Pac-Man eats a Power Pellet, Ghosts run away or avoid him until the effects wear off. The best strategy is to lure a Ghost to a Power Pellet before munching on both of them.



HOW TO CLIMB

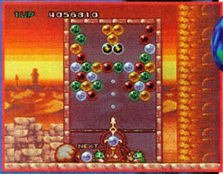
Use the Magic Rope to swing up over ledges and limbs. Tap Left and Right to make Pac-Man swing, and use the centrifugal force to rise above overhangs. Using the rope takes practice.

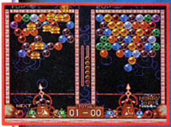


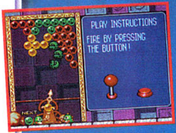
BUST-A-MOVE™

BLASTING BUBBLES

Taito's bubble-bodied dragons are back in Bust-A-Move, but they play much different roles than they did in the NES classic, Bubble Bobble. This time, they're helping out by loading the bubble launcher. Your goal is to launch the bubbles and clear the screen. It's a simple concept that somehow translates into an extremely engrossing game that has kept players here glued to controllers for hours on end. There are 100 puzzles in the 1-Player Mode, and there is unlimited play in the vs. and challenge modes. If your preference is puzzles, don't miss this one.







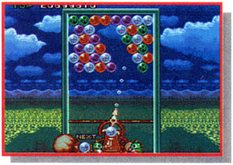
PLAY INSTRUCTIONS

FIRE BY PRESSING THE BUTTON!

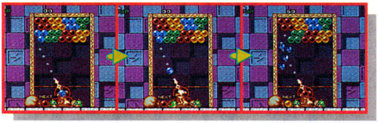
© 1995 Taito

BUST-A-MOVE BASICS

When you begin each level, bubbles of eight different colors are arranged on the play screen. To clear the screen, you must launch a bubble of one color into two or more blobs of the same color. The screen slowly scrolls down as you attempt to clear the screen, so you'll be racing against the clock as you "bust your moves."



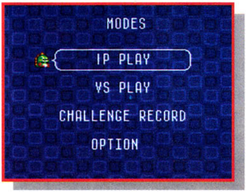
Once the launcher is loaded with a bubble, aim for bubbles of the same color.



Press the Launch Button to send the bubble flying. If you score a direct hit, the group of bubbles will tumble from the screen.

1-PLAYER MODE

Hone your skills by working your way through the 100 rounds in the one-player mode so you'll be able to bust some truly impressive moves when you take on your friends in the two-player mode. Outstanding moves earn the greatest number of points in the solo mode. The challenge increases with every round, and the password feature lets you save your progress. The game offers three difficulty levels, so you can also select the setting that suits your ability.



MODES

1P PLAY

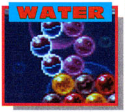
VS PLAY

CHALLENGE RECORD

OPTION

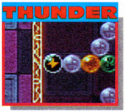
SPECIAL BUBBLES

WATER



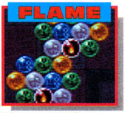
When you break a Water Bubble, it washes over the ones below, making them the same color.

THUNDER



Strike a Thunder Bubble to shoot lightning to the side, dropping bubbles hanging below.

FLAME

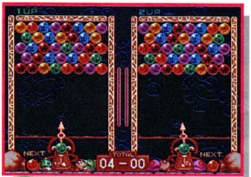


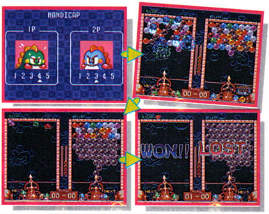
When you blast Flame Bubbles, they burn away any bubbles that are touching them.

VS. PLAY MODE

TAKE 2

All of your practice in the One-Player Mode pays off when you go head-to-head against either a friend or the computer in Vs. Play. When you pull off great moves that clear lots of bubbles at once, you'll send a barrage of blobs flying onto your opponent's screen. The more spectacular your move, the more severe the damage. The contests in this mode are fast and furious, and they're almost as much fun to watch as they are to play. Hone your skills, then challenge a friend to a duel to end all duels!

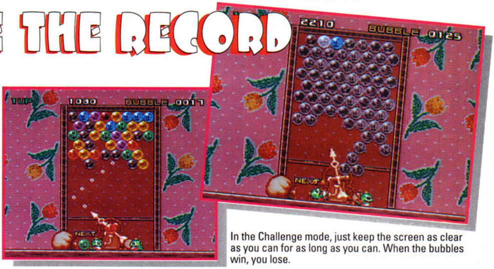




Against a friend or against the computer, you'll have your work cut out for you in the Vs. Mode.

CHALLENGE THE RECORD

In the Challenge Record mode, you can set your own best record for eliminating the most bubbles, then go back and challenge that top score as many times as you'd like. You can also set a record, then take turns with a friend to try to beat it. Like the other modes, this one has you pressing the replay button to start again as soon as you lose out in the previous round.

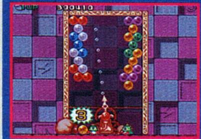


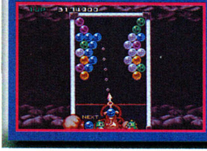
In the Challenge mode, just keep the screen as clear as you can for as long as you can. When the bubbles win, you lose.

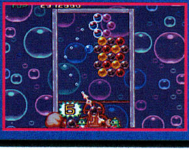
POWER-UP

BEST MOVES FOR BUBBLE-BREAKING

DRAW A BEAD



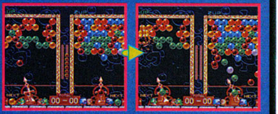




You can drop a bunch of bubbles at once by aiming carefully and hitting the critical blobs. Sometimes, a big bunch of bubbles hangs on just a few. Blast the few to drop the bunch. Other times, a group of like-colored bubbles will be nestled together. You can drop the whole group by hitting any one of them. Use the walls to bounce bubbles into out-of-the-way niches.

TWO-PLAYER TECHNIQUE

It's important to get the drop on your opponents as quickly as possible, before they get the upper hand. If you drop a group at once, the bubbles will fly onto your opponents' screens, and your foes will have to concentrate on clearing them out instead of planning strategy for dropping loads of bubbles onto your screen. Dropping a bunch is much more damaging than clearing out a few bubbles at time. In fact, a mass onslaught can easily send your opponent over the line.



A CHIP OFF THE OLD BLOCK

Mario's Picross™

PICTURE PERFECT

Tetris fans, give your tetrads a rest. A new obsession just rode into town from Nintendo. Mario's Picross for Super Game Boy mixes the challenge of crosswords with the fun of jigsaw puzzles. By chipping out blocks on a grid, you uncover a hidden picture. It sounds easy, but forget that. The numbers beside each row and column indicate how many groups of blocks to chip out in that row or column. You can use logic or luck, but the clock is ticking, and if you chisel out the wrong chip, you'll lose a chunk of time. Mario's Picross helps out with a learning mode, hints, and a battery that saves your progress.

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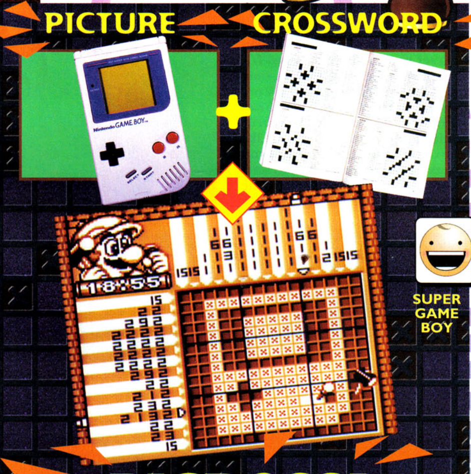


SUPER GAME BOY

PICROSS!

TWO GREAT PUZZLES THAT PLAY GREAT TOGETHER

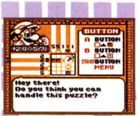
Solving Picross puzzles requires visualizing the missing parts of the picture, just like you do when you piece together jigsaw puzzles. You must also work logically, looking for places where rows and columns intersect, as in a crossword puzzle.

CHISEL YOUR HEART OUT

The How To Play option explains the process of solving Mario's Picross puzzles step-by-step. After that, try the Easy Picross mode. The easy puzzles teach basic strategies. Finally, the Picross mode contains large, challenging puzzles.

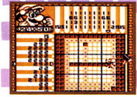
THE BASICS

Here's a quick look at Mario's Picross, how it works, and some basic rules to keep in mind as you begin solving the puzzles.

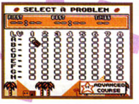


Hey there!
Do you think you can handle this puzzle?

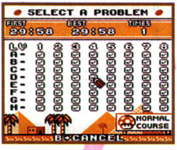
Try carving out letters and simple images in the Easy Picross mode.



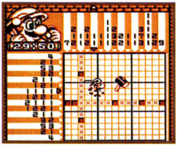
When you're ready for a bigger challenge, try the larger grid.



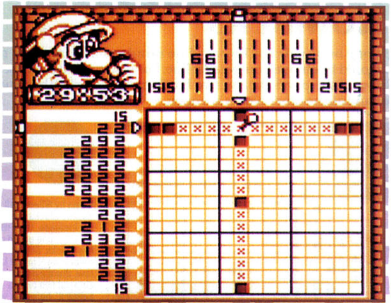
You'll find the toughest puzzles on the Star course.



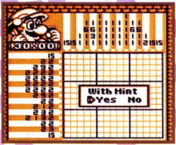
Pick your Picross playing order, skip around or start with tough puzzles first. You can even replay completed puzzles.



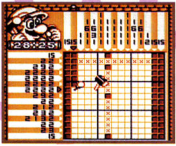
Mistakes cut down the 30 minute limit for each puzzle. The first mistake chops two minutes, the next cuts four minutes and so on.



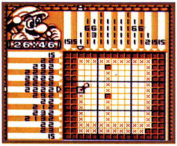
Chip out blocks on the grid or mark them with an X if you think the block should remain untouched.



Choose the Hint option to fill in one column and one row of the puzzle. The headstart can make a huge difference in completing the picture because it may give you obvious moves.



Start chipping away at the outer rows first. Groups of blocks beginning at an edge can only extend in one direction.



Work row by row or column by column, checking for blocks where both vertical and horizontal groups intersect.

PIC TIPS

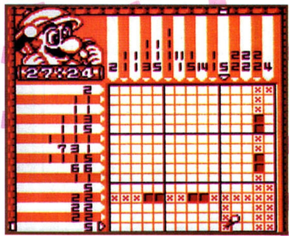
Believe it or not, if you work patiently, you should never make a mistake in Picross. There is no guesswork involved if you follow these Pic Tips.

1. Fill in all complete rows or columns immediately, and if a row or column has no chipped blocks in it, make sure to mark the blocks with an X so that you won't mistakenly chip them later.
2. Complete all obvious groups first. Sometimes you can tell that a group will use at least some of the blocks on a line. Chip out those blocks that are obvious, leaving the end blocks to finish up later.
3. Always place an X after a group of blocks because there is always at least one empty block separating groups.
4. Don't guess! Even if chipping a block looks like the right move, don't chip it until you are sure.
5. Try to stop the Hint Cursor along the sides of the grid. It's easier to build from a side than from the middle.
6. If you are close to running out of time, make a sketch of your puzzle on paper so you can start over and quickly fill in the groups of blocks that you chipped out during the previous attempt.

POUND OUT THE PICTURE

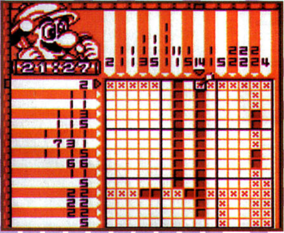
PICROSS BY THE NUMBERS

There's one basic rule for Picross: line numbers indicate how many blocks should be chipped out on that line. For instance, on the first horizontal row of the puzzle below, two blocks next to each other must be chipped and all the other blocks are open.



1

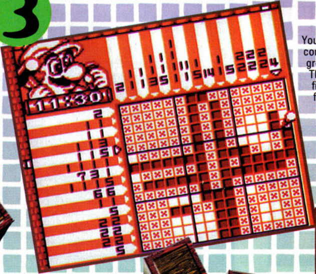
Begin by filling in all the unused blocks with Xs. For instance, the 11th column has one group of five blocks. Since the Hint reveals an X in the 12th row, there's no way to chip out five blocks below it. herefore, you can X out all those blocks.



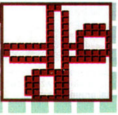
2

The 9th column has a group of 14 blocks. Chip out 13 blocks but leave both ends open. Column 7 has an 11 block group that can only appear above the X on the 12th row. Since the first row has a group of two blocks, X out the first block on the 9th column and chip out the 15th block of the 9th column.

3

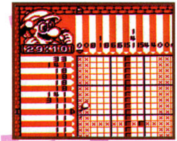


Your next move is to complete the four block group on column 15. Then you can finish the five block group on row five. Every time you finish chipping a block, it opens up other possibilities. The final chips reveal the picture: scissors!

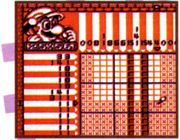


CHIPS & TIPS

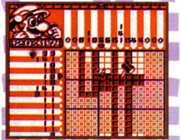
These Picross clues lead to hidden treasure—completed pictures.



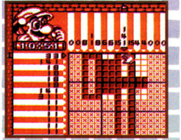
Don't expect blocks of 15 in every puzzle, or lines without any chipped blocks. When you do get them, fill them in first.



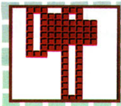
Using Xs to mark open blocks helps you find the right blocks to chip. This puzzle has lots of empty space to fill.



In this photo, you might not be able to tell whether if a block should be chipped or marked with an X. Match horizontal and vertical line numbers.



(I need a photo!!! Help me! I'm drowning!)



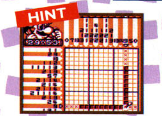
Congrats! You've chiseled out a hammer.

PICROSS ON PAPER

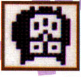
Example 1

You can solve picross puzzles on paper to get the hang of it. We've included four examples below with the answers printed upside-down.

	0	7	13	2 1 3	1 1 1 2 1	1 2 2	4 1 2 2	1 2 2	1 1 1 2 1	2 1 3	13	14	9	5	0
11															
2 3															
10															
1 1 2															
1 1 1 1 3															
2 1 3															
5 7															
2 1 1 4															
2 1 4															
2 1 1 4															
2 1 1 1 4															
2 1 3															
2 4															
9															
1 3 1															



We've given you a Hint to get you started. Try filling in as many of the large block groups as possible, like the 10, 13 and 14 groups.



Example 2

This puzzle has several long horizontal groups—perfect for starting out. Work from the bottom up or you might be sunk.

	2	4 1 1	2 1 1 3	1 2 1 1	1 2 1 1 1	2 5 1 1 1	1 1 2 1 1	1 7 1 1 1	2 3 1 1	2 1 1 1 1	2 1 1 1 1	2 1 1 1 1	3 1 1 1	1 1 3	5
4															
2 1															
1 1 1															
1 2 1															
2 1 1 1															
1 1 1 2															
1 2 1 2															
1 2 1 1															
1 1 7															
1 1 1 1															
15															
1 1															
14															
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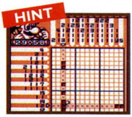
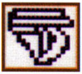
12															



The Hint helps out with the bottom row. Right off the bat you can chip out nine additional blocks. Rows 11 and 13 help build a solid base.



Example 3

Masses of chipped blocks actually make this puzzle easier to carve out than a puzzle with lots of open space. You can chip out many blocks without straining your brain.

	4	5 4	5 6	6 8	4 9	3 5 3	3 2 3 2	3 2 3 2	3 2 3 2	3 5 3	4 9	5 8	5 6	5 4	4
9															
13															
15															
5 5															
4 1 1 4															
4 1 1 4															
7															
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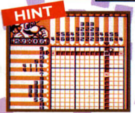
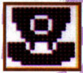


This Hint gives you a good beginning. Next, fill in row three and the middle areas of rows one, 14 and 15. The central columns are also easy to work.



Example 4

Working from the top and both sides toward the bottom and middle will help to make solving this Picross a snap. Otherwise, it could be pretty hairy.

	6	8	1 6	1 2 1 1 1	1 3 1 3	1 1 1 1 1	1 2 1 1 1	1 1 3	1 7 1 1	9 3	8 1	6 1	1 3	5 1	10
4															
2 1															
1 1 1															
1 2 1															
2 1 1 1															
1 1 1 2															
1 2 1 2															
1 2 1 1															
1 1 7															
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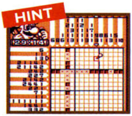
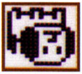
1 2															



Chip out the middle five blocks of column 15. Then, look at the final numbers of the middle five rows and chip them out, too.



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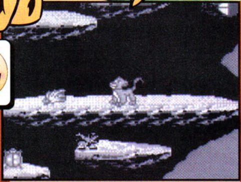
DISNEY'S THE LION KING™

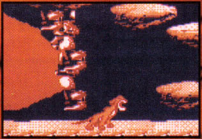
CONTINUING ITS SUCCESSFUL COLLABORATION WITH DISNEY, VIRGIN HAS RELEASED THE LION KING FOR THE GAME BOY. THOUGH IT CAN'T MATCH THE SUPER NES VERSION'S MUSIC AND SOUND EFFECTS, THIS GAME TAKES GAME BOY GRAPHICS TO NEW HEIGHTS, SHOWING THE SAME ATTENTION TO DETAIL AND FLUID ANIMATION AS ITS 16-BIT COUNTERPART.

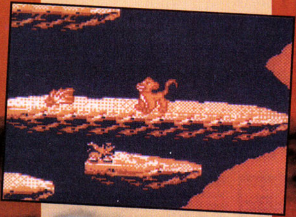
SIMBA HAS RETURNED!

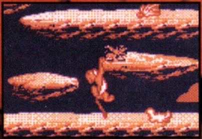
You can see by the maps that the game's stages are very similar to the Super NES version's. You'll find that the maps are a bit shorter, and Stage 8 ("Be Prepared") has been taken out altogether. Another similarity between the two is that they can be somewhat difficult to master. Younger or less experienced players may become frustrated with the game control, which demands a very precise touch. We hope that this review will give you just enough of a boost to help you progress through and enjoy this challenging new title!

SUPER GAME BOY

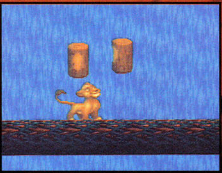








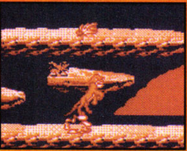
They're not 16-bit, but the graphics are truly incredible for a Game Boy pak!

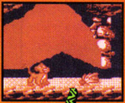


THE PRIDELANDS

A "Leapin' Lizards"

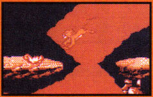
Lizards are easy prey, but the hedgehogs must be flipped over with a roar before you can leap on their bellies. Rolling attacks also work, but these are difficult to do.





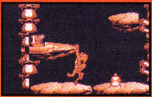
B "Dash 'n' Jump"

You'll have to make running jumps over large gaps. Watch out for waiting enemies!



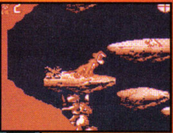
C "First 1-Up"

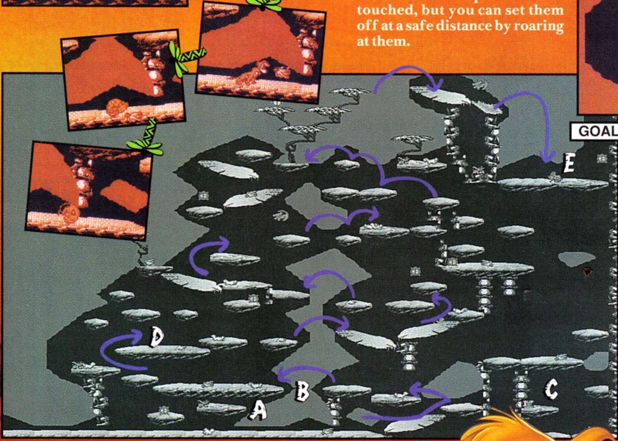
With only one continue on the "Prince" difficulty level, don't skip this easy 1-Up.



D "Hear Me Roar"

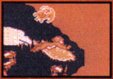
Beetles will explode when touched, but you can set them off at a safe distance by roaring at them.

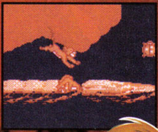




E "Who's Laughing Now?"

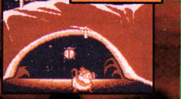
On "Cub" difficulty, you can flatten the Hyena with a single jump. In other modes, wait until he's out of breath before attacking.



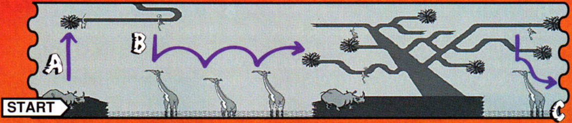


"Bug Patrol"

Grab the special bug in each area to enter the Bug Patrol bonus game at the end of the stage. The special bug in this stage is at location "C" on the map. Move Pumbaa back and forth to eat the falling beetles. If you eat a spider, though, the stage will end.

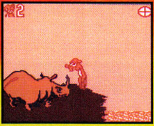


THE MANE EVENT



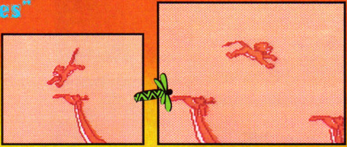
A "Help From a Friend"

This rhino doesn't mind if you swing from his tail, but it won't get you anywhere. Jump on his horn to get a boost into the tree.

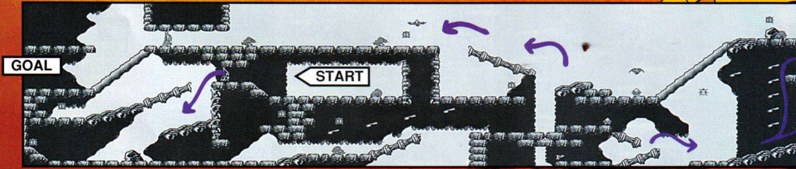


B "Jumpin' Giraffes"

The monkeys will toss you around and drop you onto a giraffe's noggin. Move over to the right, jumping from head to head. If you pause for too long, the giraffes will dunk you in the drink!

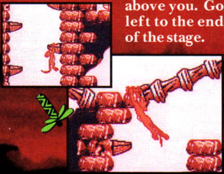


ELEPHANT GRAVEYARD



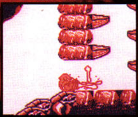
A "Shortcut"

From the last bone stair on the left, make a long jump up and right, then tap the control pad back to the left. If you do it right, you'll land on the ledge above you. Go left to the end of the stage.



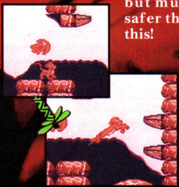
B "Rock & Roll"

Break this bony obstacle with a roll attack. Move to the left to get a running start, but don't fall into the chasm!



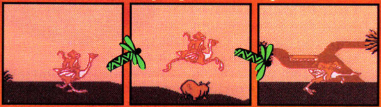
C "Deadly Fountain"

Wait for the water to recede, then jump until you reach the top. The shortcut is tough, but much safer than this!



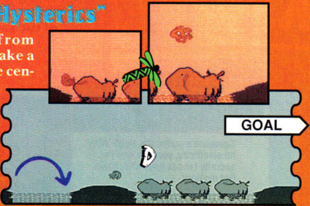
C "Ostrich Riding"

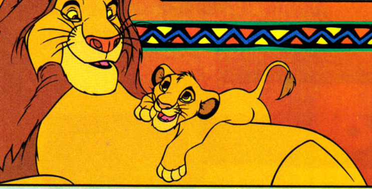
The trick here is to stay alert. You'll have to alternate between jumping over pigs and ducking under branches, but there are no double jumps, as in the Super NES version.

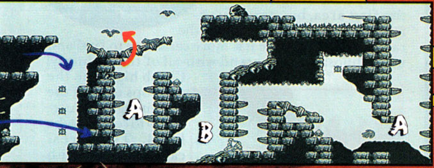


D "Hippo Hysterics"

You can jump from tail to tail, or make a long jump to the center hippo, then to the shore. Either way, it's rough!

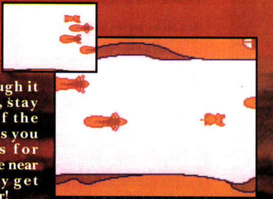






THE STAMPEDE

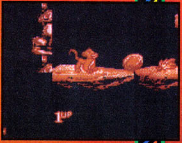
The antelopes are stampeding, and you must dodge their pounding hooves. Even though it seems dangerous, stay near the center of the screen, which gives you the most options for movement. If you're near the edge, you may get trapped and run over!



CROWNING ACHIEVEMENTS

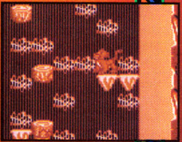
The next five stages trace Simba's exile and eventual return. The going gets tough, so as Scar says, "Be prepared!"

EXILE



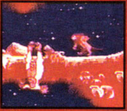
Simba is led to believe that he is the cause of his father's death, so he flees. There's a lot of jumping and grabbing in this stage, so practice your advanced maneuvers, and be careful of the boulders falling all around you.

HAKUNA MATATA



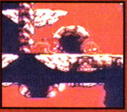
Unlike the Super NES version, this stage has rocks in the waterfall area that you can stand on, which makes getting to the top much easier. Defeat the orangutan at the end of the stage by kicking the seeds he throws back at him

SIMBA'S DESTINY



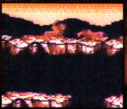
As the adult Simba you will now journey back to the Pridelands, encountering a jungle maze and many bothersome orangutans along the way. You have since gained a fearsome slash attack.

HYENA LAIRS



The hyenas won't appreciate the intrusion, but you must follow a winding path through their caves to reach Pride Rock. They'll try to ambush you with their long jump attacks.

RETURN TO PRIDE ROCK



The true king has returned at last! Scar is the only thing between you and your rightful kingship. Defeat him twice to regain the throne and finally restore peace to the Pridelands!

JURASSIC PARK™

TM & © 1992 UNIVERSAL CITY STUDIOS INC & AMBLIN ENTERTAINMENT INC

PART 2:
THE CHAOS CONTINUES

TAKE ON T-REX

Game BOY

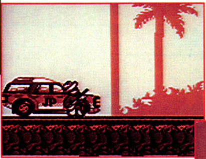
From book to film to toys to video games, Jurassic Park has been an unqualified success, igniting the imaginations of millions of fans worldwide. Ocean hopes to tap into that popularity again with Jurassic Park Part 2: The Chaos Continues, a one-player action pak for Game Boy. The side-scrolling game play offers few surprises, and action veterans may find little challenge here. This title does offer solid play control, however, and works well as an "entry-level" pak for less experienced players.

JURASSIC PARK

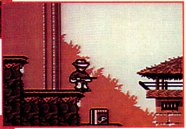
© 1994 Ocean Software of America

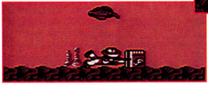
ZONE 1

Your vehicle has broken down, and it doesn't look like help is on the way. You'll have to make the rest of the journey through the park on foot, with a rifle and a few grenades as your only protection against prehistoric predators. Collect the magnetic card keys scattered along the paths to open the security gate at the end of each area.



Someone's pulled the plug! With no electricity, your car and the security fences have shut down. Get moving!

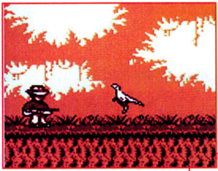




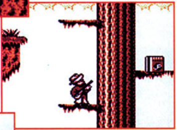
You'll have to go swimming to find some of the card keys. Breathing isn't a problem, but the fish are!

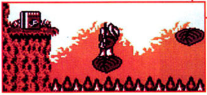
ZONE 2

Initially Zone 2 might look like the first area, but now you're moving deeper and deeper into the rain forest. This zone has more card keys to find and more dinosaurs to contend with-all of them hungry! Climb high into the treetops to find the remaining cards necessary to complete the level. The forest canopy is filled with wandering predators, so stay alert at all times.



Raptors are just one of the several species of dinosaur that you'll encounter on your trek through the park.



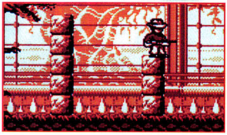


This zone is a bit more challenging than the first, with multiple paths to explore in each area.

TAKE 2

T-REX PURSUITS

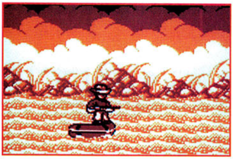
Despite what you may expect, you don't actually fight T-Rex in this stage; instead, you run away, dodging raptors and floor spikes as you flee. This level has many challenging jumps, and there's barely enough time to pull them all off. Collecting all the key cards here will earn you an extra life. If you're lucky, you may not encounter T-Rex again, but I doubt it!

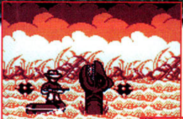


The screen constantly scrolls to the right. You want to know what's ahead of you? Can it be any worse than what's behind you?!

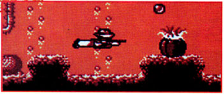
ZONE 3

You've finally made it to the edge of the rain forest, only to find a raging river in your path. Why not take a raft down the river to avoid the raptors? It may sound like a good idea, but it turns out that the water is home to even bigger dinosaurs, and they've got appetites to match! You'll find a number of new enemies above and below the surface of the river, so you'd better keep your wits about you at all times.





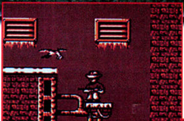
The Loch Ness Monster doesn't have anything on this guy.



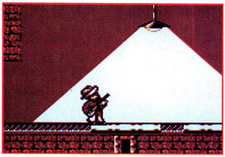
If you think it's bad up there, wait until you get down here. Be glad that your rifle (amazingly!) can shoot underwater.

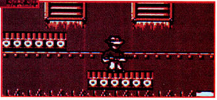
ZONE 4

Your skill and determination have gotten you to Jurassic Park headquarters, but your journey isn't quite over yet. You must make your way through the headquarters to escape the park, and there are about a bazillion ravenous dinosaurs between you and the safety of the outside world! Some of the electrical systems have come back on-line, but a few lights won't be much help in navigating the shadowy, twisting corridors.



At least it was bright outside! You never know what may be lurking in the shadows.



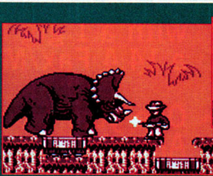


Those nasty spikes were meant as a last line of defense against dinosaurs, but they end up working against you.

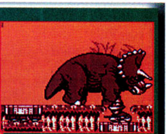
POWER-UP

Beat the Triceratops

There are several bosses lurking throughout the game, and Triceratops is just the first you'll encounter on your adventure. (You'll have to play the game to find out who the others are!) He follows a definite pattern of movement, as do the platforms that rise and fall. Follow these steps to avoid being trampled.



Use rapid fire shots as Triceratops is advancing towards you.



Drop into the gap until he backs off or goes off screen. When one platform rises, head for the other one.

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

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THIRD PRIZE

50 WINNERS

NINTENDO POWER T-SHIRTS

CRUISE CYBERSPACE IN STYLE

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol.71, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 71
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than April 1, 1995. We are not responsible for lost or misdirected mail.
On or about April 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.
Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after April 30, 1995, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive a 75 Mhz AST personal computer with Pentium Chip, 8MB of RAM, a 1-gigabyte hard drive, 16-bit audio with microphone and speakers, a 14-inch SVGA monitor and a 14.4 fax modem with built-in speaker phone. The PC comes complete with Windows, Quicken, Microsoft Works, Microsoft Encarta, Cinemania and Fax software. The winner will also receive $200 worth of America Online service. Estimated value of all prizes is $5,000. The winner must also provide a written release to NOA. Some restrictions apply. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or immediate families. This contest is subject to all federal, state and local laws and regulations.

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

NOW PLAYING

Your Power Guide To The Latest Releases

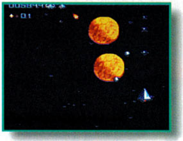
APRIL 1995

APOCALYPSE II

Super NES

Company............Psygnosis
Release Date.......April 1995
Memory Size.......8 Megabits

If you have blinding quickness and nerves of steel, Apocalypse II may be your ultimate test.



Challenge yourself with this arcade shooter from Europe. Psygnosis, better known for its puzzle games like Lemmings, turns to fast, shooting action that may leave many players back at the starting line. The graphics look sharp for such a simple shooter and add to the sci-fi feel and theme. Some enemies scale out of the background using Mode 7 until they present a threat. Actual game play falls into the vertical scrolling school of shooters with Power-Ups available along the way.

+ Very fast action. Challenging. Arcade shooter fans will have a blast. Good graphics.

− Not much variety. Standard shooting game play.

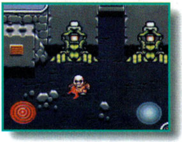
ADDAMS FAMILY VALUES

Super NES

PASS WORD

Company............Ocean
Release Date.......April 1995
Memory Size.......16 Megabits

They're creepy and they're kooky, and they're back for a new adventure on the Super NES.



Ocean returns to an adventure style of game for Addams Family Values that may remind die-hard gamers of the old NES title, Fester's Quest. In AFV, the quester is Fester, but his goal is to rescue baby Pubert, who has been kidnapped. You'll meet the rest of the spooky clan as you wander through haunted grounds, defeating monsters and boss characters. For the step-by-step tour, turn to the Power review in this issue.

+ Good graphics and depth of play. The adventure contains many tasks.

− Battles are simple and play control is hampered by awkward hit detection ranges around objects.

AIR CAVALRY

Super NES

2-PLAYER

PASS WORD

Company............GameTek
Release Date.......April 1995
Memory Size.......8 Megabits

Take to the air with this Take 2 offering from GameTek. If you've ever wanted to fly a chopper into battle, here's your chance.

One or two players can pilot one of three attack choppers in realistic mission settings around the world. In the two-player mode, you'll work as a team or hunt

down your opponent over hostile territory. The terrain may be flat, but it's hard if you crash on it and it's loaded with anti-aircraft units that return your fire. The battle rages in this month's review.

⊕ Good play control. Realistic sound. The two-player cooperative option may be the most fun. (It can be difficult to find your opponent in the two-player Vs. Mode.)

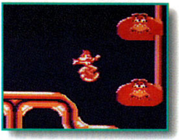
⊖ Not much variety of play. (Once you've blown up one tank...etc.) Flat terrain. The U.S. Army seems to have a shortage of gas, which often results in toasted dreams.

BUBSY II

Game Boy

Company ....Accolade
Release Date ....February 1995
Memory Size ....2 Megabits

The furball feline is lost in the ultimate museum while trying to rescue his niece and nephew.



Bubsy II for Game Boy has the fun graphics and animation of the Super NES version and most of the moves, but the areas are more limited. Game play includes platform action, in which Bubsy runs, jumps and glides, plus more arcade-like action, in which he flies around. With nine levels of the Amazatorium to search through while dealing with Oinker P. Hamm's traps, Bubsy II gives players a decent run.

⊕ Good graphics and lots of variety, including bonus and hidden areas. Lots of action.

⊖ Not enough game and uneven play. Some areas are fun while others are tiresome. Play control in some areas isn't sharp.

BUST A MOVE

Super NES

2-PLAYER

PASS WORD

Company ....Taito
Release Date ....April 1995
Memory Size ....4 Megabits

It's a bubble blasting action puzzler from Taito.

Bust A Move is one of those puzzle games that is nearly impossible to abandon. The idea behind the game is very simple—you shoot colored bubbles at similarly colored bubbles that are hanging from the box. If you attach three or more bubbles of the same color, they fall, clearing part of the box. Once you clear the entire box, you'll move on to the next level. Bust A Move seems like a big game, but it can go pretty fast if you never let it cool down. Check out our Power review this month.

⊕ Play control is very good and intuitive.

⊖ Not enough variety. Even more puzzles would be nice.

DROP ZONE

Super NES

4-PLAYER

PASS WORD

Company ....Psygnosis
Release Date ....April 1995
Memory Size ....8 Megabits

Defend the Solar System from the alien menace in this sci-fi shooter from Psygnosis.

Fans of the old arcade game, Defender, will wonder if they've been transported back in time when they plug in Drop Zone. The game play involves shooting alien targets as you hover and zip over distant planets. The development team at Eurocom added some of the coolest lead-in graphics and music of any game we've seen, but the arcade action of the actual game breaks no new ground. Power explores Drop Zone further in this issue.

⊕ Fast, fun arcade action. Very cool cinema scenes.

⊖ Very similar to other arcade shooters.

FIFA INTERNATIONAL SOCCER

Game Boy

PASS WORD

Company ....T*HQ
Release Date ....April 1995
Memory Size ....4 Megabits

The great EA Sports soccer title comes to Super Game Boy, thanks to T*HQ.

T*HQ may soon build a reputation for its translations of classic EA Sports titles for the Super Game Boy. FIFA Soccer captures much of the spirit of the excellent Super NES title and most of the options, including tournaments and 48 international teams. You can choose the angled view or vertical view and set other characteristics like weather, field surface, penalties and time. The animation and play control is tediously slow, however, and there is no two-player option.

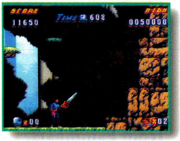
⊕ Good use of the Super Game Boy for screen graphics, but no border.

⊖ Play feels clunky because of slow frame rate.

HOME IMPROVEMENT

Company............Absolute
Release Date.......December 1994
Memory Size.......12 Megabits

Home Improvement goes interactive with plenty of power tools.



Tim "The Tool Man" Taylor takes his power tools through the dangers of a TV studio in order to track down and terminate the thief who nabbed his special Binford tool set. Tim staples and nails enemies in this side-scroller based on the hit comedy series. In addition to finding the tools, you must collect nuts and bolts and race against the clock. The studio sets recreate fun worlds, like the age of dinosaurs, but the game play never rises above standard jumping, shooting and the collecting of items.

⊕ Lots of attack modes.

⊖ Very awkward play control. The humor that makes the TV show so great is missing from the game. Small character graphics. Difficulty of game play because of poor placement of objects.

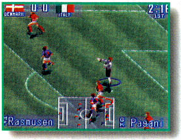
INTERNATIONAL SUPERSTAR SOCCER

2-PLAYER

Company............Konami
Release Date.......April 1995
Memory Size.......8 Megabits

Konami makes one giant leap for sports animation and soccer realism.

Konami's entry into the soccer wars may have come late, but it is the best of the bunch in many respects. Outstanding animation and play control make this game special, and it's all packed into an efficient 8 Megabits. The play modes include a World Cup tournament, exhibition games, scenarios and training. With 26 of the top international teams to choose from, International Superstar Soccer represents its sport with flying colors. For an in-depth look at this soccer feast, turn to this month's Sports Scene.



⊕ Very good animation and play control. Good options, challenge and fun.

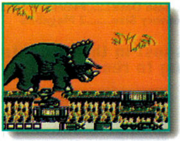
⊖ Cheesy music. No four-player option.

JURASSIC PARK PART 2: THE CHAOS CONTINUES

Company............Ocean
Release Date.......February 1995
Memory Size.......2 Megabits

Dr. Grant is trapped in Jurassic Park...and he doesn't want to be late for lunch.

Ocean's second Jurassic Park game for Game Boy emphasizes action over adventure. In this side-scrolling shooter, Dr. Grant totes assault weapons and shoots at the dinosaurs until they are extinct, which is the way he prefers his fossils. Your goal is to collect the passcards that let you pass from one dino paddock to the next. In the final area of each level a giant dino awaits. The layout and story are both different from the Super NES game of the same name, and in some ways this one is even better, although not nearly as challenging. Check out the review in this issue of Power.



⊕ Good play control. Good music.

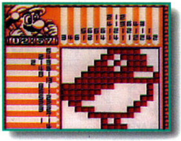
⊖ Not very challenging. No Super Game Boy features.

MARIO'S PICROSS

Company............Nintendo
Release Date.......April 1995
Memory Size.......2 Megabits

Imagine putting pictures into a crossword puzzle. Mario's Picross does that and more.

The Picross idea has become a phenomenon in Japan, where it started. The idea is simple enough. You have a grid with numbers for the vertical and horizontal columns and rows. The numbers indicate how many of the squares should be filled in along that row or column. If you fill in the correct squares on the grid, you'll create an image. That's it. Mario's Picross is an electronic version of this game with puzzle images ranging from simple figures, like letters and numbers, to fairly complex images on large grids. This issue takes a look at this captivating new puzzle experience.



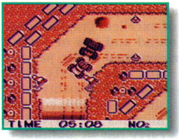
⊕ Fun and different. Engaging. Good demo mode.

⊖ There's no action element, so it isn't for everyone.

MONSTER TRUCK WARS

Company.............**Acclaim**
Release Date.......**December 1994**
Memory Size.......**1 Megabit**

Crush, crash and crunch the competition on the U.S.H.R.A. monster truck circuit.



Monster Truck Wars puts you on the national circuit for monster truck races. Tracks around the country feature obstacles like deep mud, crushable cars, bumper bashing competitors, pits, bumps, slicks and more. You can also pick up Power-Ups and money along the way. As in most racing games, customizing your vehicle becomes a strategic necessity. Acclaim gives you the options to monsterize your truck so that it is a fearsome, nitro-belching four-by-four of fear. Three difficulty options and a 20-course circuit will keep players on the road for quite a while, that is if they keep themselves on the road. Controlling these trucks is a monster, too.

⊕ Good overhead view and challenge.

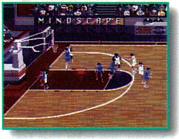
⊖ Unresponsive control.

NCAA FINAL FOUR BASKETBALL

4-PLAYER

Company.............**Mindscape**
Release Date.......**March 1995**
Memory Size.......**12 Megabits**

The road to the Final Four begins here with Mindscape's collegiate hoop fest.



NCAA Final Four Basketball from Mindscape includes most of the best b-ball schools in the nation and rendered graphics that do some impressive things. Don't be surprised if you see players dribbling backwards, for instance. But the realistic animation isn't the only story. Four players can hit the boards or one player can attempt to move up from the round of 64 to the championship game. It won't be easy, for several reasons. Take a closer look in this month's Sports Scene.

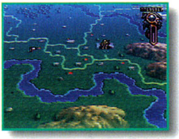
⊕ 3-D animation. NCAA license. Unique free-throw perspective.

⊖ Somewhat slow action. No active player indicators to show which player you control.

OGRE BATTLE

Company.............**Enix**
Release Date.......**April 1995**
Memory Size.......**12 Megabits**

Enix's strategic adventure features ogres, wizards and a unique battle view.



Enix's Ogre Battle has had a major following in Japan for several years. Its reputation as an RPG with a difference is well deserved. Ogre Battle looks and plays more like a strategy game than an RPG. Characters move and fight in units of up to five party members, but individuals also increase experience and strength. You can change the class of your characters and edit your units so they are completely customized. The action takes place in the Zenobian Empire with your rebel forces moving from one region to another, defeating armies and liberating towns as you go. Hidden items, towns and characters can be found everywhere on the map. This month, the Epic Center Looks at Ogre Battle and helps player's get started in this epic adventure.

⊕ Very deep with multiple endings for good replay value.

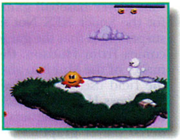
⊖ Unusual game design and a slow learning curve.

PAC IN TIME

2-PLAYER

Company.............**Namco**
Release Date.......**February 1995**
Memory Size.......**8 Megabits**

Pac-Man plunges into a new adventure in a familiar setting.



Pac-Man enters a standard platform action game this time around, foresaking the creative interface of Pac-Man 2: The New Adventures. In this game, you'll hop and bop and jump through hoops with the circular arcade hero. He also has special moves including a rope that attaches overhead, allowing the Pacster to swing and climb. If you want to run with the Pac, check out the review in this issue.

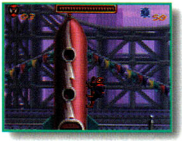
⊕ The game can be challenging, but some of the challenge is because of the puzzling layout. Fun character.

⊖ Stage goals are unclear. Some moves are awkward.

SPIDER-MAN: THE ANIMATED SERIES

Company.............Namco
Release Date.......February 1995
Memory Size.......8 Megabits

Spidey runs for his life when an army of madmen stalk him in the Big Apple.



Acclaim's Spider-Man fest continues with this Super NES action game based on the new TV series. The story involves a mass breakout of Spider-Man's enemies at Ravencroft prison for the socially challenged. Once Mysterio, Rhyno and the others gain their freedom, they go after the wonderous webbed one who put them behind bars. Spidey uses grenades, the web-shooter and fighting techniques to battle his foes. When the going really gets tough, the Fantasic Four make cameo appearances to help out. Tune in to this issue's review.

+ Marvelous Marvel-esque graphics. Good play control. Fantastic Four cameos.

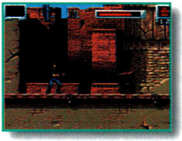
− Standard action scenes with little innovation. Simple baddies.

STARGATE

PASS WORD

Company.............Acclaim
Release Date.......April 1995
Memory Size.......16 Megabits

Movie magic and one of the greatest sci-fi adventures of all time light up the Super NES.



Acclaim's StarGate includes action, action and more action. It's also Paked full of excellent graphics, wonderful animation, great sound and lots of variety. Probe performed the developmental magic, just as it did previously with Alien^3. The quality really shows. Each area contains missions for O'Neil to carry out in addition to the main goal of just staying alive. Our review this month will help you save the world.

+ Good (although repetitious) graphics and very good game play control. Lots of variety. Some very cool and realistic moves.

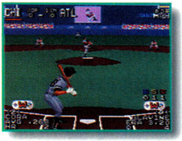
− Poor close combat fighting.

THE SPORTING NEWS POWER BASEBALL

4-PLAYER

Company.............Hudson Soft
Release Date.......March 1995
Memory Size.......8 Megabits

The ballpark moves inside with this multi-player big league baseball game from Hudson.



The Sporting News Power Baseball features four player simultaneous action. Surprisingly, this is the first four-player baseball game for the Super NES. Not so surprising is that the game comes from Hudson, the maker of the Multitap and Bomberman. The action on the field uses standard video game baseball controls and views. Hudson picked up the MLBPA license, so the names of major leaguers appear in the game. The rendered player graphics also look sharp and the field options even include a corny Field of Dreams. (Pardon the pun.) The multi-player mode feature makes this Pak interesting enough for a closer look. See our coverage in the Sports Scene this month.

+ Easy to pick up and learn. Four-person interface.

− Pitching isn't realistic. Slow fielding. Lacks a full range of baseball play-making on offense and defense.

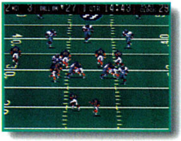
STERLING SHARPE: END 2 END

PASS WORD

4-PLAYER

Company.............Jaleco
Release Date.......April 1995
Memory Size.......8 Megabits

Sharpe makes it look easy from one end zone to the other.



Sterling Sharpe can catch passes with the best of them, and this game tries to play up on that. Passing is easy, but it's no more developed or strategic than in any other video football game. Options include Playoffs and an All-Star game, but no full season. This month in Sports Scene, we take the field with Sterling.

+ Easy to pick up and play. Four-player option.

− Poor sound. Not a lot of depth.

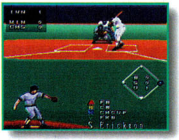
SUPER BASES LOADED 3— LICENSE TO STEAL

Super NES

2-PLAYER

Company.............**Jaleco**
Release Date.......**March 1995**
Memory Size.......**16 Megabits**

From the Star Spangled Banner to the seventh inning stretch, SBL3 takes you out to the ballpark.



Jaleco was striving for a sense of realism with this game, from the animation to the music to the use of the MLBPA license and the names of all the big league players. They succeeded in some respects, but the game play suffers from some severe problems, like the poor batting perspective. For the full report, turn to the Sports Scene review.

- MLBPA license. Good sound.
- Poor hitting perspective and control. Limited pitching control.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
APOCALYPSE II	3.1	3.3	2.4	2.8		K-A	SHOOTER
ADDAMS FAMILY VALUES	3.3	3.0	3.8	3.3	★	K-A	ADVENTURE
AIR CAVALRY	3.2	3.0	2.7	3.2		K-A	AIR COMBAT
BUBSY II	3.1	2.6	2.9	3.1		K-A	ACTION
BUST A MOVE	3.1	3.4	3.1	3.0	✪★☆✬	K-A	ACTION PUZZLE
DROP ZONE	3.4	3.1	3.1	3.0		K-A	ARCADE
FIFA INTERNATIONAL SOCCER	2.8	2.4	2.9	2.9	✬	K-A	SOCCER
HOME IMPROVEMENT	3.2	3.0	3.0	3.0		K-A	ACTION
INTERNATIONAL SUPERSTAR SOCCER	3.7	3.3	4.0	3.2	✪✳	K-A	SOCCER
JURASSIC PARK 2	3.3	3.4	2.9	3.0		K-A	ACTION
MARIO'S PICROSS	3.0	3.0	3.2	3.3	✪★☆✬✳	K-A	PUZZLE
MONSTER TRUCK WARS	2.9	2.9	2.7	3.0		K-A	RACING
NCAA FINAL FOUR BASKETBALL	3.0	2.8	3.0	3.0		K-A	BASKETBALL
OGRE BATTLE	3.0	2.5	3.0	3.2	✬✪	K-A	STRATEGY RPG
PAC IN TIME	3.3	2.9	3.0	3.2		K-A	ACTION
SPIDER MAN: THE ANIMATED SERIES	3.5	3.2	3.4	3.3		K-A	ACTION
THE SPORTING NEWS POWER BASEBALL	3.0	3.0	3.2	3.0		K-A	BASEBALL
STARGATE	3.8	3.3	3.3	3.6	✪	K-A	ADVENTURE
STERLING SHARPE: END 2 END	2.8	2.9	2.6	3.0		K-A	FOOTBALL
SUPER BASES LOADED 3 - LICENSE TO STEAL	2.9	3.0	2.7	2.8		K-A	BASEBALL

ICON KEY

1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMUL.
PASS WORD
BATTERY BACK-UP
GAME LINK
SUPER GAME BOY
SUPER FX
SUPER MOUSE
SUPER SCOPE

Editors If you like the same types of games as one of our Power editors, check for his or her seal of approval above.

✪ **Scott**....Sports, Simulations, Adventures
★ **Leslie**....RPGs Puzzles, Adventures
☆ **Jeff**......Action, Sports, Fighting
✬ **Jon**.......Fighting, Simulations, RPGs
✳ **Dan**.......Action, Adventures, Puzzles

IDSA Ratings:

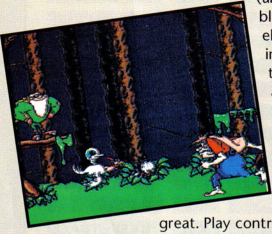
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

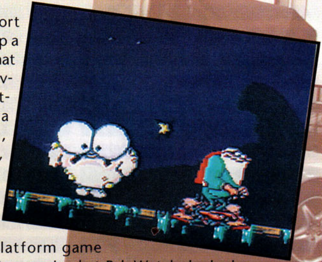
PAK WATCH

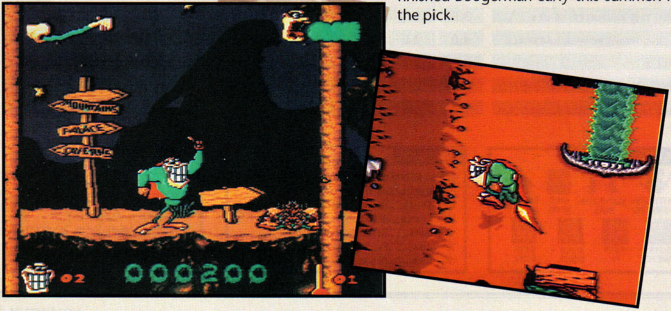
THE *INSIDE* SOURCE ON FUTURE GAMES

BOOGERMAN

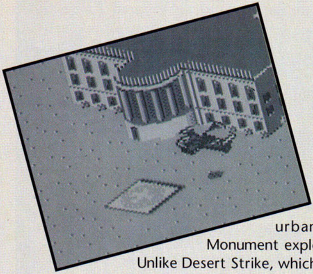
Boogerman promises to be the Earthworm Jim of the first half of 1995. It's funny, funky and full of gas. Interplay's team of designers left no brick unturned, no toilet unflushed and no nose unpicked to bring players the greatest gross-out ever. The game even scores over Earthworm Jim in the play control category, although the variety of stages may not be quite as bizarre. Even so, Boogerman goes where no game has gone before, at least willingly. The courageous hero must plunge the depths of toilets, sewers and other vile holes in his quest to bring Prof. Stinkbaum to justice. Boogerman's mode of transport ranges from jumping on trampolines of mucous to lighting up a (ahem, natural gas) rocket that blasts him sky high to new levels. When he meets a disgusting denizen of the dump or a toxic terror, Boogerman, a.k.a. Snotty Ragsdale, throws himself into action, attacking the miscreant mess with green chunks, bellowing belches and the more traditional platform game stomp. The preview version received at Pak Watch looked great. Play control felt natural while the layout of the maps seemed demented, but thoroughly logical. After a while, it felt perfectly natural to leap up inside a nose, only to be blown out again somewhere else. The graphics, story, characters and animation are all well-done, clever and fun. Expect the finished Boogerman early this summer. It's quite the pick.





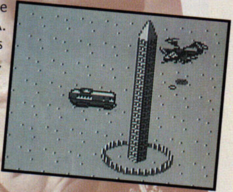


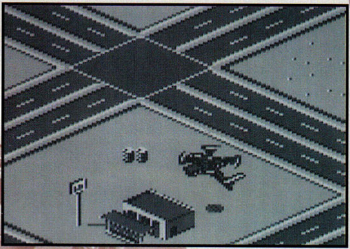
INTERPLAY



JUNGLE STRIKE

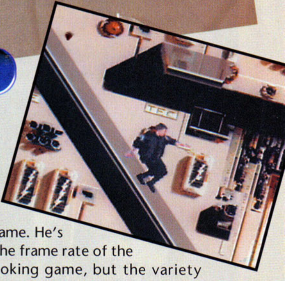
A cheer went up from the Pak Watch desk when the terrorist urban assault vehicle that had been circling the Washington Monument exploded in a cloud of black pixels. Yeah. T*HQ got this one right. Unlike Desert Strike, which had a few control and menu problems, Jungle Strike strikes all the right chords. The chopper moves smoothly, using realistic momentum and the gun/missile selection takes place during the action with the push of a button. (In Desert Strike, changing weapons required moving to a subscreen.) All the mission data can be brought up on subscreens, just like in the original Genesis game from EA. Although the designers didn't make use of the Super Game Boy enhancements like specialized borders, they made very good use of Game Boy graphics in creating the 3-D combat terrain.



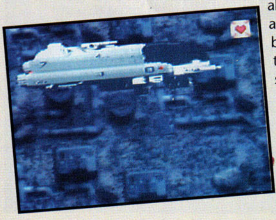


T*HQ

TIME COP



The Bad Boy of Belgium, Jean Claude Van Damme, makes his action game debut in JVC's Time Cop. The game graphics showcase a digitized Jean Claude kicking out at time traveling bad guys with his patented moves. Multi-scrolling digitized backgrounds add to the realistic look of the game. He's also armed with a gun and bombs. The frame rate of the animation makes for a smooth looking game, but the variety between stages lacks creativity. Although the game makes use of settings from the movie, a good sound score and some cinema scenes, it appears to lack the depth of other movie-based JVC games like the Star Wars series. Time Cop should make it to the stores by May.



J.V.C

KLEINDAST RULES
BRAINBLAST

PAK WATCH

EXCLUSIVE

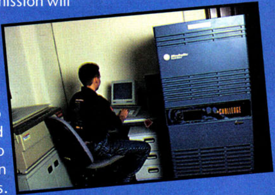
BEHIND THE SCENE

GOLDENEYE

Once, Rolls Royce built luxury automobiles in the vast plant at Leavesden Airfield. Today, they film movies here. In February, Pak Watch dropped in for a look at the new James Bond film, Goldeneye, which is being filmed at the Leavesden Studio near London and around the world. We weren't alone. Tim Stamper of Rare Ltd. drove down for the press conference, but he was less interested in getting an autograph from Pierce Brosnan, the new James Bond, than in talking to the film's production designers and artists. His interest is in making the Super NES version of Goldeneye as realistic and true-to-the-movie as possible. There was a lot to take in: movie stars, sets, props, scale models, fancy cars, cool gadgets and more.

The new James Bond (Pierce Brosnan) poses with co-stars (from left Desmond Llewlyn, Famke Janssen, Brosnan, Izabella Scorupco).

United Artists may be holding onto the script of the 17th Bond film as if it were a top secret document, but they did let a few plot elements slip out. The story takes place in today's Post Cold War world in which the power of the Kremlin has been replaced in part by a shadowy organization of the Russian mafia. Bond's mission will take him into the new Russia and around the world in a race to foil a bone-chilling plot. The shooting schedule takes the cast and crew from the vast studio complex at Leavesden to Puerto Rico, St. Petersburg in Russia, the Nene Valley and Monte Carlo. That's 18 weeks of hard work to live up to the traditions that have been laid down over more than 30 years of Bond films. Your first chance to see the picture will be during the upcoming holiday season.

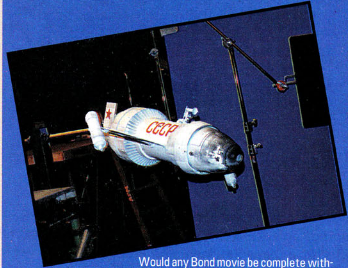


The Challenge, SGI's most powerful computer and the ultimate graphics processor, will be given the task of rendering the scenes and characters in Goldeneye. Like Donkey Kong Country, Goldeneye will make use of ACM (Advanced Computer Modeling) techniques throughout the game.

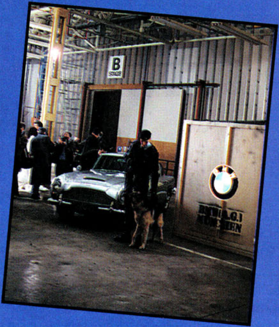
Art Director Andrew Ackland-Snow and Tim Stamper, who will design the Super NES game, discuss the two projects.

As for Goldeneye the game, Tim Stamper and the talented team at Rare have just begun the hard work. Pierce Brosnan will appear as Bond just as he does in the movie. Other elements to be imported from the film include the famous Bond theme music, the new BMW Roadster and Q's cool toys. Goldeneye, like Donkey Kong Country, will be a fully rendered game that uses the same ACM (Advanced Computer Modeling) techniques. It's too early to report a release date for the game, but it should appear shortly after the movie.

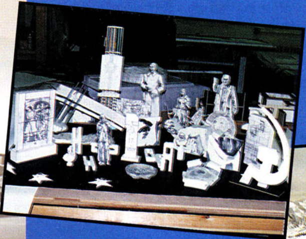
NINTENDO



Would any Bond movie be complete without some criminal trying to take the high ground? The aging Soviet space station plays a crucial role in the plot when it catches the eye of a new international cartel of super criminals.

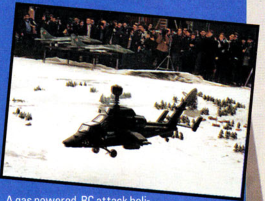


A canine guard and handler watch over James Bond's venerable Austin Martin. Goldeneye will also showcase the brand new BMW Roadster, but the car was still under wraps at press time.



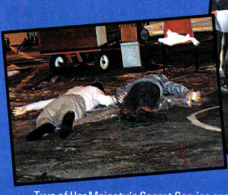
These rough models depict the graveyard of the heroes of communism. Goldeneye takes place after the end of the Cold War when old enemies become friends and old friends can become deadly enemies. The statues were piled together unceremoniously after the fall of the U.S.S.R.

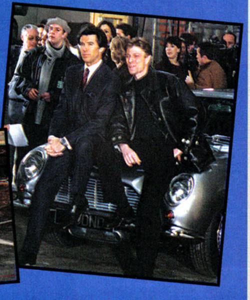
How big is a sound stage? The vast interior of the old Rolls Royce factory at Leavesden Airfield encompasses 1.25 million square feet, enough to hold an entire valley complete with a Russian radar tracking station.



A gas powered, RC attack helicopter and two MiG fighters roared over the scale valley, just as they would during filming. In another part of the studio, a full-scale model of the chopper receives an extra bond of duct tape.

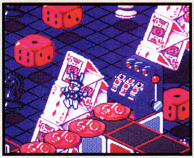
Models are used extensively by the production crew to test camera angles and shooting sequences. This operations room has been thoroughly scoped out by a fiber optic camera that can be moved in and around the model just like the real thing. The results are viewed on a small TV unit.



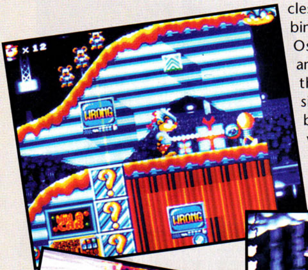


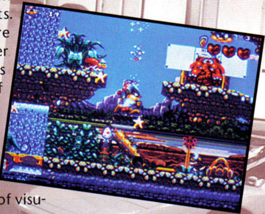
Two of Her Majesty's Secret Service agents with licenses to kill seem to be pleased with their work. For the first time, audiences will see Bond teamed closely with another top agent—006, agent Alexander Trevelyan, played by Sean Bean.

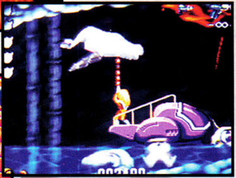
A TITUS WAVE

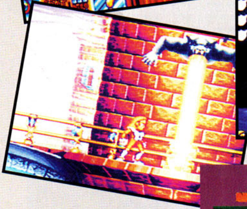


Titus plans to introduce four Super NES games by this summer including one side-scrolling action game set in the year 5069 and tentatively called Realm; a 3-D action puzzle with an Equinox-type feel known as Whiz; Oscar, featuring a quick-change artist in a variety of platform game settings; and Prehistorik Man, which whisks you back to the days of clubbed sandwiches and dino burgers. Most of these games are being developed in Europe, where Titus looms as one of the major software publishers. This foursome may signal a growing Titus presence in the U.S. Realm features a cyber punk hero armed with an array of futuristic zappers. You must blast your way through five multi-level stages to reach an orbiting space battle station and the fiend who threatens the world. In Whiz, you spin through a 3-D world full of obstacles and enemies in 11 stages that combine puzzle and action game elements. Oscar disguises himself as a vampire and a game show host among other things as he scampers through this side-scrolling platform world full of bright graphics. The prehistoric world of Prehistorik Man follows in the footsteps of Joe and Mac. The character and the world are wacky and full of visual caveman puns.









TITUS

TECMO BOWL

UPDATE

If you didn't get a copy of Tecmo Super Bowl II: Special Edition, don't worry. Tecmo Super Bowl III: Final Edition is coming and it features the same improved game play as did the Special Edition. Although the game engine won't change dramatically, the game will have both expansion teams and any other team moves. In fact, Tecmo is waiting until trading deadline in the NFL before finalizing the rosters in the game. One of the reasons that Tecmo kept the number of Special Edition Paks so small was that they wanted the next major release to have the new teams and rosters. So when can Tecmo fans get their hands on Tecmo Super Bowl III? The countdown is on for next October.

THE X BAND FILES

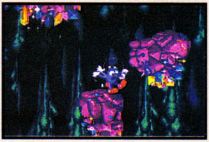
Cupertino, CA, 1995. A previously unknown company headed by refugees from Apple Computer have begun their invasion of America's households. Our agents have uncovered a plot that may alter the way Americans play video games. The first alpha version of the device known as the XBand Modem for the Super NES was uncovered at NOA headquarters in Redmond, WA. Previously, the agents had experimented with the simpler Genesis version, and even that was fun. But the Super NES XBand benefitted from being developed second. It had more internal ROM than the Genesis model, holding more graphics and animation modes. When it is released into the American marketplace in September, the XBand for the Super NES will have the best game options available including play patches for Ken Griffey Jr. Presents Major League Baseball from Nintendo, EA Sports' Madden '95 and NBA Live '95, Mortal Kombat II and NBA Jam Tournament Edition from Acclaim. Not long after that, subscribers to the service should be able to play games that have special features programmed with the XBand in mind. How does it work? Our agents will report back in a special article next month. Is this the future of gaming? The truth is out there.

IZZY'S QUEST
FOR THE OLYMPIC RINGS

CATAPULT

U.S. GOLD

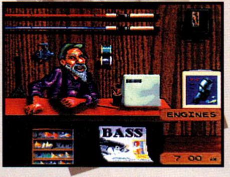
U.S. Gold's new Super NES game—Izzy's Quest for the Olympic Rings—tries to add a twist (or at least a spin) to traditional platform game play. Izzy, a strange little fellow who spin jumps and gains super powers, spends most of his time just trying to find his way through the confusing mazes of each stage. The graphics mix fantasy and Greek themes with a bright palette. A truly dizzying array of collectible objects fall from the sky or bounce out of the grass at Izzy's feet. Collecting the objects may give the Izster special powers, like the ability to rocket through the air. As far as the theme is concerned, apparently U.S. Gold is trying to get a jump on the '96 Atlanta Olympic games for which they hold the license.



INSIDER UPDATE

BASS MASTERED

Readers of Sports Scene may recall our Bass Round-up earlier this year. At that time, *Bass Masters* from **T*HQ** wasn't finished, although it was playable. Now, we've hooked into the final version of Bass Masters. The product is definitely more refined. Improvements in the sound include realistic watery gurgles. Graphical improvements include more detailed lake bottom views and more fish details. Bass Masters is the only bass tournament game that lets you upgrade all of your equipment, even your boat's engine. The game, also takes a dramatically different view point. Working lures in this perspective isn't quite as intuitive as in *Bassin's Black Bass* from **Hot-B**, but it has the unique advantage of showing close-ups of the fish. As you stare into those cold black eyes, you'll know that it's just man vs. fish. Bass Masters should be out on the lake by May.



WORMS WORMS WORMS

Do you need more slime in your life? Do you really hate crows? Have you ever flung a cow? If you answered 'yes' to any of these questions, you'll be happy to learn that *Earthworm Jim 2* development is well underway. **Playmates** hopes to release the next Super NES Jim in October. Can't wait that long? Well, luckily, Earthworm Jim for Game Boy should be out long before EJ2. The small screen version looks surprisingly like its big brother. In fact, EJ Game Boy should have all but one of the levels that appeared in the original game. But that's not all for Jimbo. The coolest annelid (worm) on earth moves into mainstream marketing this fall when his cartoon series debuts on the WB Network. **Warner** will air Jim during its Kids' WB hour. Still haven't had enough of the Worm? Playmates will introduce an Earthworm Jim action-figure line of toys and accessories in September. Let's hope that Jim doesn't let all the fame go to his head, even if he doesn't have one.

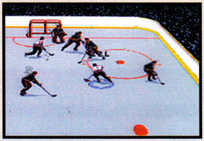
Playmates won't put all of its eggs in the Earthworm Jim basket. *Mutant Chronicles* for the Super NES should storm the stores this summer with as much flesh-shredding, bullet-pumping action as you can take. Mutant Chronicles takes a page or two from the Contra series of games, but it doesn't stop there. On the Game Boy front, *World Heroes 2 Jet* featuring World Heroes fighting action is in development.

THE SPECTRUM

Spectrum Holobyte circles the globe to bring you some of the most innovative games ever designed. Recent proof of this comes from the affiliations with **FASA** and **AnimaTek**. FASA, the Chicago-based company best known for its Battletech simulations, signed a multi-year deal granting Spectrum the rights to its titles for new video game platforms. AnimaTek, partly owned by Tetris-creator, Alexey Pajitnov, develops lifelike sims and puzzle games. Its most recent project, *Fresh Water Fish*, lets you design a video aquarium. Spectrum Holobyte has invested in the company and will distribute some of its products on new gaming platforms. The new platforms indicated in both deals will include the Nintendo Ultra 64, but so far the only Spectrum Title for the NU 64 is *Top Gun*.

SLAP SHOT

In the deja vu file, *RHI Roller Hockey* from **American Softworks** is a dead-ringer for **Accolade's** Brett Hull Hockey. How could such a thing happen? The same development team at **Radical Entertainment** used virtually the same game engine, changing only a minimum of graphic and sound elements and slapping on a new title. The roller hockey game plays just as well as the ice hockey title, but the developers insist that it incorporates slightly tighter turn radiuses and a

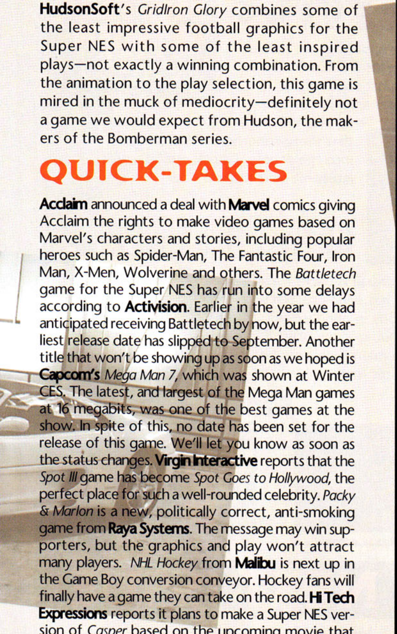


gray/white concrete rink floor instead of a blue/white ice floor. In addition to those exciting changes, the voice of Al Michaels has been replaced and the title screen looks completely different.

GRIDIRON STORY

HudsonSoft's *GridIron Glory* combines some of the least impressive football graphics for the Super NES with some of the least inspired plays—not exactly a winning combination. From the animation to the play selection, this game is mired in the muck of mediocrity—definitely not a game we would expect from Hudson, the makers of the Bomberman series.

QUICK-TAKES



Acclaim announced a deal with **Marvel** comics giving Acclaim the rights to make video games based on Marvel's characters and stories, including popular heroes such as Spider-Man, The Fantastic Four, Iron Man, X-Men, Wolverine and others. The *Battletech* game for the Super NES has run into some delays according to **Activision**. Earlier in the year we had anticipated receiving Battletech by now, but the earliest release date has slipped to September. Another title that won't be showing up as soon as we hoped is **Capcom's** *Mega Man 7*, which was shown at Winter CES. The latest, and largest of the Mega Man games at 16 megabits, was one of the best games at the show. In spite of this, no date has been set for the release of this game. We'll let you know as soon as the status changes. **Virgin Interactive** reports that the *Spot III* game has become *Spot Goes to Hollywood*, the perfect place for such a well-rounded celebrity. *Packy & Marlon* is a new, politically correct, anti-smoking game from **Raya Systems**. The message may win supporters, but the graphics and play won't attract many players. *NHL Hockey* from **Malibu** is next up in the Game Boy conversion conveyor. Hockey fans will finally have a game they can take on the road. **Hi Tech Expressions** reports it plans to make a Super NES version of *Casper* based on the upcoming movie that brings the friendly ghost back from (well) the graveyard of syndication. In spite of its broad story development, **Accolade**'s *Fire Team Rogue* suffers from jerky animation and low-end, Genesis graphics. *Dark Stalker*, shown at the **Capcom** booth in its arcade form, was not mentioned as a Super NES game, but Capcom Japan may have different ideas. At **Koei**, *Rise of the Phoenix* breaks away from the historical RPG tradition of the *Romance of the Three Kingdoms* series with a more strategic war game design. *The LifeCycle* from **LifeFitness** is making news with its announcement of a significant drop in price for later this year along with new hardware configurations and software titles, including *Tetris*, *Pac-Man*, and *Exertain Speed Racer*.

RELEASE FORECAST

Super NES

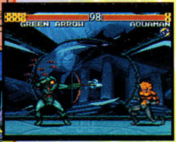
Bass Masters	Spring '95
Battletech	Fall '95
Big Sky Trooper	Fall '95
Boogerman	Spring '95
Civilization	Summer '95
Comanche	Summer '95
Deep Space Nine	Spring '95
Dirt Trax FX	Summer '95
EarthBound	Summer '95
Earthworm Jim 2	Fall '95
FireTeam Rogue	Summer '95
Izzy's Quest for the Olympic Rings	Summer '95
Knights of Justice	Spring '95
Mutant Chronicles	Fall '95
Oscar	Summer '95
Prehistorik Man	Summer '95
Realm	Summer '95
RHI Roller Hockey	Spring '95
Star Trek: Deep Space 9	Summer '95
Tecmo Bowl III: Final Edition	Fall '95
True Lies	Spring '95
Warlock	Spring '95
Weapon Lord	Summer '95
Whiz	Summer '95

Game BOY

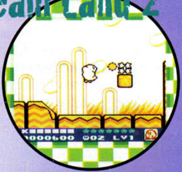
Aladdin	Fall '95
Animaniacs	Summer '95
Donkey Kong Land	Spring '95
Jungle Strike	Spring '95
Kirby's Dream Land 2	Summer '95
The Lion King	Summer '95
NHL Hockey '95	Summer '95

Justice League Task Force

Talk about your super fighting games! All of your favorite DC Comic heros battle it out against some of the toughest bad guys around. Street fighting will never be the same now that these superheroes have gotten into the action. Check out Sunsoft's latest hit next month!

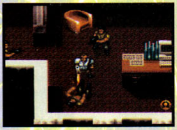


Kirby's Dream Land 2

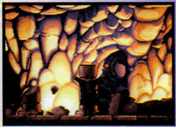


The mighty puff-ball is back! Kirby's latest adventure has been created with the Super Game Boy in mind, so you can expect some super game play. If you're one of Kirby's many fans, you won't want to miss this issue.

True Lies



Warlock



COMING NEXT ISSUE

May 1995 Volume 72

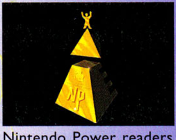
Exclusive Preview!!

MORTAL KOMBAT III

Okay, here's the scoop. Mortal Kombat III is the game that everyone is waiting for. Rumors that it wasn't going to be released for the Super NES and the Ultra 64 have been flying. Nintendo Power is going to blow that rumor out of the water next month, so tune in!

Don't miss this!

NP Award winners for 1994



Nintendo Power readers have spoken! The votes have been tallied and the NP Awards are ready to be handed out. See if your favorite game won a trophy next month.

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain the following exciting reviews:

Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: The Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.

Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's the Jungle Book (NES).

Volume 60 (May '94): Super Metroid, The King of the Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

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Volume 63 (Aug. '94): Stunt Race FX, Lord of the Rings- Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy). Super Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

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